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PRESENTS

# JAMM!

Japanese Anime & Manga Magazine !

4



CREAM LEMON  
DRAGON BALL  
GREENWOOD

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### Editorial Comments

#### Dear Jammers,

whenever somebody asks me to describe the manga- and animefanscene in one word, I always answer him (or her) : 'moving'. Yes, for the past months things have definitely moved rapidly. More and more companies have been translating manga and anime in your native language, while the existing companies are expanding their range of products they have already offered you. I personally think this is a very positive evolution, as not only everyone will (finally !) find something to his/her taste, but prices should drop as well due to this new climate of competition.

As you can see, we are moving too, as our very first color-cover fulfills one of our most precious wishes. Aahhhh ... satisfaction. Nevertheless, this definitely doesn't mean that our technical evolution will halt here. Further plans involve, amongst others, graphical improvement and superior paper-quality. But all of these will of course depend on our financial situation. So, support us and subscribe !

Furthermore, as you can see, we've changed our 'look', with more graphical elements, more articles and an improved lay-out. We hope you like it. As usual: send us your comments and we'll take them into account for future issues.

And last but not least : we finally plan to publish your favourite 'zine more often. Keep your fingers crossed !

The Ed.

### CONTENTS

|                             |         |
|-----------------------------|---------|
| Subscriptions & Back Issues | Page 2  |
| Editorial & Contents        | Page 3  |
| Dragon Ball - The Manga     |         |
| Introduction                | Page 4  |
| The Story                   | Page 4  |
| Technical Files             | Page 18 |
| Manga No Yomikata Part I    | Page 19 |
| Here is Greenwood           |         |
| Introduction                | Page 22 |
| Character Files             | Page 24 |
| Series' Synopsis            | Page 26 |
| Anime and Manga in Belgium  | Page 35 |
| FACTS III - report          | Page 37 |
| Cream Lemon                 | Page 38 |
| An almost complete overview |         |
| Soundtrack Hokuto No Ken    | Page 48 |
| Dragon Ball Z - Toys        |         |
| Super Battle Collection     | Page 50 |
| Hero Collection             | Page 52 |
| Action Game 3               | Page 54 |

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Second printing

JAMM! N° 5 should (if all goes well!) be released early july. 'Hi Mercury, how are you ? I'm going to take a shower' (from the famous Hercules Goes New York-movie).



## INTRODUCTION

Without any doubt **Dragon Ball** is one of the most popular manga- and anime-series ever. In Japan more than 90 million mangas have been sold to date and the anime-series counts more than 400 episodes by now and is still running at this time. Furthermore 14 OAV's have been released up till now, 3 of which for **Dragon Ball** and 11 for **Dragon Ball Z**. And I don't think I have to remind all the computer-freaks of the hugely popular **Dragon Ball**-videogames (see the article further in this JAMM! for the review of one of them).

But the rest of the world has been charmed by the story of Son Goku as well, as **Dragon Ball (Z)** has been aired in many countries, always encountering major success. The manga has been translated in many languages (French, Italian and Spanish to name but a few) and the merchandise has flooded the comic-shops all over the globe. Its success has become so huge that in some countries anything with the name **Dragon Ball** on it sells like 'sweet cakes', no matter how horribly bad it has been produced (I guess everyone must have seen one of those terrible fake T-shirts).

**Dragon Ball** is Akira Toriyama's second big hit. He started with this series in 1984 after having ended his other highly acclaimed series, **Dr. Slump** (see JAMM! N° 1 for more details on this excellent story) and after having published a little story named **Dragon Boy**. The manga-series was (and is) published in Shonen Weekly Jump and was adapted into an anime-version very soon. It immediately grabbed the attention of young viewers all over the world.

As said, the series is still running now with as much success as ever and the manga has already reached its 40th volume. For those of you who wouldn't be familiar with it, you have to know that the anime has been split in two parts, namely **Dragon Ball** and **Dragon Ball Z**, while the manga-series always continued under its original name. As the discussion of the entire manga would make this article way too long, I've applied the anime-separation to the manga. To say it in other words : in this issue of JAMM! I'll only discuss **Dragon Ball** (namely manga 1-17), while JAMM! N° 5 will relate the further adventures of Son Goku and his friends, which were portrayed in **Dragon Ball Z** (JAMM! N° 5 will also feature the character-files).

Welcome to the world of **Dragon Ball** ...

P.S. For those of you who are totally unfamiliar with the concept of **Dragon Ball**, it might be interesting to read the technical files first.

## THE STORY

### *The encounter*

The story begins in the mountains, where Son Goku's leading his every day life : he cuts some wood with his bare hands, catches a huge fish, ... That is, until suddenly a young woman, named Bulma, enters his territory in her car. Goku, never having seen a car before thinks it's a monster and immediately totals it. Bulma replies by shooting at Goku, but he barely feels the bullets ! She quickly realises he's way too strong for her to oppose him and decides to befriend him. Goku, after his initial surprise, thinks he can trust her and invites her to his house. To her big surprise she finds out that he has a ... **Dragon Ball**, which he received from his deceased grandfather ! She then tells him the legend of the Dragon Balls : "he who collects the seven Dragon Balls, can call forth

the Great Dragon Shenron, who will then grant him one wish". To this purpose she has a Dragon-radar, which indicates the presence of the nearest Dragon Ball. Bulma has two Dragon Balls already and asks Goku if he doesn't want to help her in her quest for the other four. Goku agrees and they're off on the bike she produces from one of her Capsule Corporation capsules. Let the adventure begin ...

### *The search begins*

Next day : Goku has already saved Bulma from a mean and lean Dragon, has discovered that she is different from him (having never seen a girl in his life before) and has taken what is probably his very first bath, when he and Bulma meet a strange, talking turtle, who asks them to take

him to the sea. Once arrived there, the turtle asks them to wait. A few hours later ... Goku discovers water from the sea is not really drinkable ... and enter : Kame-Sennin. After a quick introduction he gives a Kinto cloud to Goku, which will permit him to move much faster and a third Dragon Ball to Bulma in exchange for a look at her underwear (a look more thorough than she had expected thanks to Goku's removal of her underpants during the previous night - he may be naive, but he's definitely a quick learner !). After this Kame-Sennin returns to his island.

### *And the others ...*

Bulma and Goku move on to a small village, which is threatened by a big monster. The

monster's favourite hobby is to kidnap all the young girls, so in order to stop it, Goku agrees to disguise himself as a young woman. When the monster sees through the trick, he transforms in an even huger monster and ... flees away when he notices that Goku isn't afraid at all and is still eager to fight him. But Goku catches up on him and finds out that the monster is in fact Oolong, a small pig which has amazing transforming-capabilities, but no real power. Oolong releases the girls and as a punishment is forced to join the expedition.

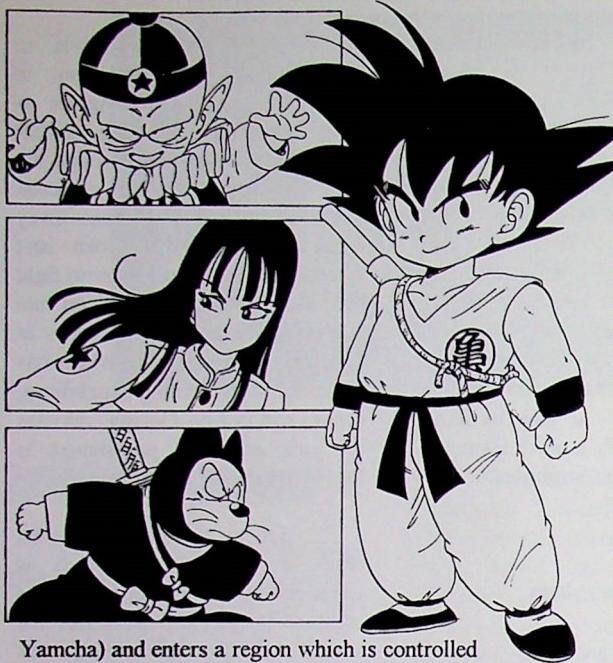
Going further, they soon reach a desert area, which is terrorized by Yamcha and his feline creature Pooal, who possesses the same transforming-abilities as Oolong. Yamcha tells the intruders to hand over their money. When they refuse, he engages in a battle with Goku. Yamcha seems to be winning until the moment he sees Bulma, which makes him flee away. You see, he's terribly shy when it comes to women.

The next day our gang continues its route, without knowing that they're being followed by Yamcha and Pooal. They soon leave the desert region, only to find a huge burning mountain, where they meet Chichi and her father, who ask for their help to stop the fire. Goku and Chichi go to fetch Kame-Sennin, as they remember his great powers. And great powers he has indeed, in fact so great that with his powerful Kame Hame Ha he does extinguish the fire, but also destroys the entire mountain ! But thanks to her radar, Bulma is able to detect the fifth Dragon Ball, while Goku discovers to everybody's surprise that he too is able to make a Kame Hame Ha.

The company hits the road again (still being followed by



DRAGON BALL (C) 1985 BIRD STUDIO



Yamcha) and enters a region which is controlled by ... a white rabbit, Oyabun ! All the inhabitants are scared to death as a simple touch of the rabbit transforms a person into a carrot. Bulma falls into the trap and Goku seems lost as the rabbit threatens to eat the carrot, until Yamcha and Poool save the day. Goku then uses his magic stick to expel the rabbit and his aides to the moon. The village is saved and our heroes proceed.

## The Great Dragon Shenron

A little bit further they are suddenly attacked by a robot, who steals the five Dragon Balls. Yamcha -who has in fact fallen in love with Bulma- and Poool decide to help the gang and together they go to a great castle, where they are trapped. This castle belongs to Pilaf, a little baddie who wants to use the Dragon Balls to conquer the world. As he possesses the other two Dragon Balls, he summons the Great Dragon. Just when he wants to make his terrible wish, Oolong intervenes and wishes for ... a pair of knickers. Shenron fulfils his wish and the seven Dragon Balls are scattered around the world once again.

But the gang is still trapped inside the castle with no way out. That is until Goku notices that it's full moon, which causes him to transform into a huge (and I do mean huge) gorilla-like monster, which destroys the entire castle. But that isn't enough rampage for monster-Goku and he now attacks his friends. Yamcha and Poool can luckily prevent him from killing anybody by cutting

off his tail, after which Goku transforms back into what he used to be.

## The training

Dawn : Yamcha and Bulma finally confess their love to each other and decide to live together, while Goku takes off on his cloud to Kame-Sennin, in order to get some martial arts training. But he's not the only candidate, as Klylin - a bald, young boy with no nose - also wants to be trained by Kame-Sennin. Kame-Sennin decides to accept both of them as pupils if they can fetch him a young woman to keep the house clean for him (and preferably do some other things as well ... like washing the dishes, you perverts). And they find what he asked for, although she's maybe not the most common girl of all : it's Lynch, who switches between an ultra-violent and an extremely nice girl every time she sneezes (the colour of her hair changes everytime as well). But Kame-Sennin is happy with the result and their training can begin.

For the next months Kame-Sennin will teach them almost everything he knows through unorthodox methods like : swimming in a lake with a shark, running with a turtle-shell on the back, delivering milk, ... But the training proves to be worthy of its reputation and after a few months both boys are stronger and faster than they've ever been. So strong and fast in fact that Kame-Sennin deems them both worthy of participating in the martial arts world championship, called Tenkaichi Budohkai.

## 21st Tenkaichi Budohkai



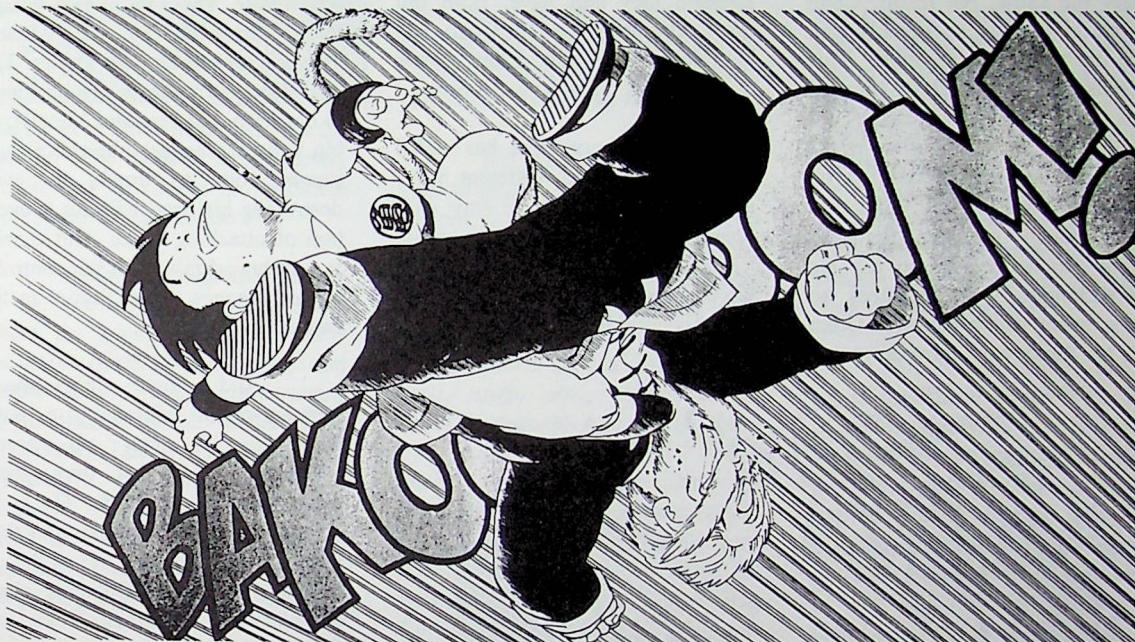
Once arrived at the stadium, they meet Yamcha again, who will also take part. All of them easily get through the preliminaries and are ready for the real thing. What nobody knows though, is that Kame-Sennin also participates in this event, but disguised and using the fake identity of Jacky Chun.

First up is Klylin, who has to face an incredibly stinking man, Bacterian. He's immediately overwhelmed by his strong (under-

opponent, who damn well knows how to fight. He can fly and has some secret weapons, like the power to spit an unbreakable layer of gum around an adversary. It is this last power he uses to immobilise Goku and it is only through great cunning and force that Goku can free himself from this. The Dragon surrenders, as nobody ever freed himself from this trap.

Semi-finals. The first one opposes Klylin to Chun. At first,

The second semi-final opposes Goku to Nam, an Indian man who's defeated Ranfan (a beautiful, but not very powerful girl) in the quarter-finals. Nam desperately needs to win this tournament, as the prize-money will permit him to save his village from the consequences of draught. The battle begins and both fighters demonstrate an enormous agility, speed and power. Goku decides to use a special technique : he starts spinning around so quickly that his



statement!) body-odour and it seems like a quick exit for Klylin, when suddenly Goku reminds him of the fact that he has no nose ! Realising that, it only takes him one powerful attack to eliminate his opponent. Next up is Yamcha, who is confronted with Kame-Sennin. Despite his ferocious attacks and his very powerful wolf-technique he doesn't stand a chance and this very short fight ends with a clear victory for Chun.

Then it's time for Goku to demonstrate his powers as he faces Giran, a dragon. This is one mean

Klylin seems to be powerless against his opponent in this very fast fight (in fact, so fast that the audience can't follow what is happening). But then Klylin suddenly throws some female underwear in the arena and uses this moment of distraction to give Chun such a hard kick that he's thrown out of the arena. Klylin sees himself as the winner, but Chun uses his Kame Hame Ha power to boost himself back in the arena, after which he quickly knocks out Klylin. Chun is the first finalist.

opponent cannot touch him anymore. That way Goku hopes to push him out of the arena. His plan is just about to succeed, when he falls down, completely dizzy by all the spinning. Nam grabs the occasion, jumps up in the air and dives downwards, thus hitting Goku heavily. Game over for Goku ... or at least that's what everybody thinks. Goku stands up and Nam jumps up in the sky to attack him once again. But Goku jumps up too and is able to kick Nam out of the arena. Goku wins again ! Nam packs his stuff and thinks about

what he'll say to his village to explain his defeat, when Kame-Sennin hands him a capsule filled with enough water to save his village.

Final. Chun Vs Goku. Master versus pupil. The clash of the titans ! The fight starts with some simple man-to-man kicking and hitting, after which Chun decides to end it all by using his Kame Hame Ha power. He unleashes a blast ... and Goku does exactly the same. Nil result. Chun then starts moving so quickly that Goku can't see him anymore. This succeeds only for a short time as Goku starts moving even faster. All other techniques and/or dirty tricks Chun uses are also countered by Goku and Chun realises Goku has become much stronger than he thought. So he decides to use his final technique : he produces an electric beam which captures Goku in the air. Goku can't move anymore

and seems helpless, until he looks up in the sky and sees that it's full moon. The monster-transformation takes place once again and Chun's electric beam is much too weak to hold such a monster. Goku is free and starts destroying the entire stadium. Chun then uses all of his power to make an ultimate blast with which he blows the moon away. End of transformation and the battle continues. Both adversaries are now very weakened and hit each other with all the strength they still have. Both fall down. One stands up. It's Goku. But he falls down again. Chun stands up. He's won ! The crowd cheers ...

The tournament has ended and the gang goes different ways again. Klylin decides to stay with Kame-Sennin to train some more, Yamcha and Bulma return to the big city and Goku decides to try and find his grandfather's Dragon Ball again.

## Red Ribbon strike 1

Goku is flying on his cloud, looking for the Dragon Balls, when he discovers that he is not the only one who wants to find the Dragon Balls : a mysterious army, named Red Ribbon, would like to use the wish to control the world (the baddies have a pretty lame imagination, haven't they ?). Goku decides to take on the entire army (all in a day's work), defeats colonel Silver and takes a plane to the North Pole. There he finds a village that's terrorised by the Muscle Tower. Goku enters the Tower. The first dozen of soldiers are no threat to our hero, but sergeant Metallic (a big Schwarzenegger-like robot) is a tougher one to crack, as even destroying his head will not prevent him of attacking Goku. But thanks to a technical failure in the controls, Goku manages to get deeper in the fortress.

And there he meets sergeant-major Murasaki, a ninja who has in fact no power whatsoever, but just uses every mean trick in the book. He is of course no match for Goku and thus flees to release N° 8, a Frankenstein-clone. But this clone doesn't want to attack Goku and Goku easily overcomes the fake ninja. Now the way is completely clear to attack the boss, general White. Goku and Franky (pardon the expression) reach the control room where White opens a hatch through which both fall (luckily for Franky, Goku breaks his fall). A wall opens and a huge monster, named Buyon appears. Goku fights it, but as it is entirely made of an elastic material, it bounces back all attacks, even a Kame Hame Ha. It seems a perfect draw as neither is stronger, until Goku has a brilliant idea : he smashes a hole in the wall





and the cold immediately stiffens the monster. The monster is completely frozen and Goku has no problem with smashing him to pieces.

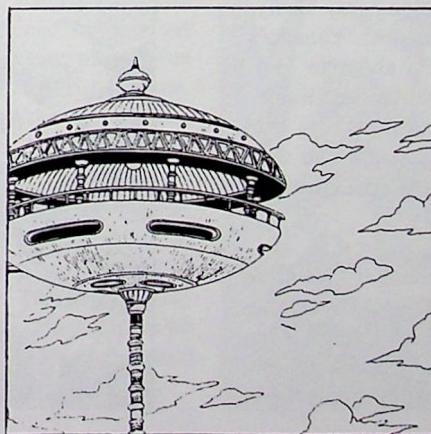
Goku jumps up and ends up in the control room once again. There the general cowardly holds the mayor of the village hostage and shoots Goku. Franky gets so angry by this that he literally kicks White miles away. Luckily Goku had only fainted (I told you he could overcome bullets!). Everybody's saved and after having eaten and slept a bit, Goku calls for his cloud, jumps on it and travels further on.

### *Red Ribbon strike 2*

The city. Goku seeks and finds Bulma. After having met her parents, he asks her to help him find the Dragon Balls. She agrees and they're off again, heading for an island, where according to the radar, there should be a Dragon Ball. It turns out that the Dragon Ball is located somewhere deep in the sea, so they quickly go and get a submarine-capsule at Kame-Sennin's place, where Klylin joins them. But just on the moment they approach the Dragon Ball, they are

heavily attacked by a division of the Red Ribbon army, while another division takes on Kame-Sennin. The Goku team dives into an undersea cave and finds air and electricity! They climb out of the submarine and discover that the cave is an abandoned hide-out for pirates with still functioning traps (like spears coming out of the walls, a huge pirate-robot, ...). After some further trouble (giant octopus, big clash with a Red Ribbon general named Blue, ...), they manage to escape from the crumbling cave (with the Dragon Ball of course) and head for the isle of Kame-Sennin, who took care of his division as well.

But they were not the only ones to escape, as general Blue also slipped through the falling rocks in the cave. He manages to tie our heroes up and leaves them behind with a little bomb. It is only through Lynch's help that they escape from a certain death. Goku, really angry now, rushes on his cloud in pursuit. And guess where they both end up? No! Guess again! Well guessed this time: it's Penguin Village, home town of Dr. Slump! Thanks to some help from Arale (who saves Goku from an untimely death), Dr. Slump and Turbo (who repairs the Dragon-radar), Goku can continue his quest once more.



While looking for the next Dragon Ball, Goku suddenly notices a young Indian, Upah, being kidnapped by a Red Ribbon soldier. He frees him and returns him to his father (named Bora), an Indian who guards the Holy Karim Tower and who possesses a Dragon Ball. He gives it to Goku as a sign of gratitude. Meanwhile in the Red Ribbon Headquarters a new assassin is put on the job: Tao Pai Pai, a very strong warrior. He immediately flies to where Goku is and kills the Indian Father. Goku tries to attack him, but is defeated due to a strong energy-beam aimed directly at his heart. Tao Pai Pai returns to the Red Ribbon Headquarters. Upah mourns over the loss of his father, when all of a sudden Goku stands up: the energy-beam had been weakened by the Dragon Ball, which was hanging in front of Goku's heart!

Upah tells Goku that the top of the Karim Tower is the home of somebody, who can increase a warrior's own strength. Goku climbs the tower, only to find a talking cat named Karim. Karim tells Goku that the jar of water he's carrying with him, will give great power to he who will drink from it. But first Goku has to take the jar from him. Thus starts a catch-me-if-you-can game which lasts for three days. Goku finally manages to take the jar and drinks the magic potion. It turns out that the magic potion is ordinary water, but in these three days Goku has developed his strength and speed. In the meantime, Tao Pai Pai has returned to get a Dragon Ball which he forgot to take. Just on that moment Goku descends the tower and once again they face each other. This time Goku clearly is stronger, despite some fast-paced attacks from his enemy. Like a real coward Tao Pai Pai throws a grenade at Goku and Upah, but Goku is able to

kick it back. It explodes right in Tao Pai Pai's face. Right on !

## *Red Ribbon out*

Goku decides it has lasted too long already and he takes off to the Red Ribbon Headquarters, which he invades by defeating one soldier after another, destroying one vehicle after another and breaking through all the defence-lines until he faces the ultimate boss, a short dude named general Red. When general Red admits that he actually only wanted to use the Dragon Balls to become big, he's killed by his aide Sergeant Black. Sergeant Black then jumps into a powerful robotic army-suit. But Goku uses the robot's own force to damage it, after which he destroys it and its occupant. Red Ribbon no more !

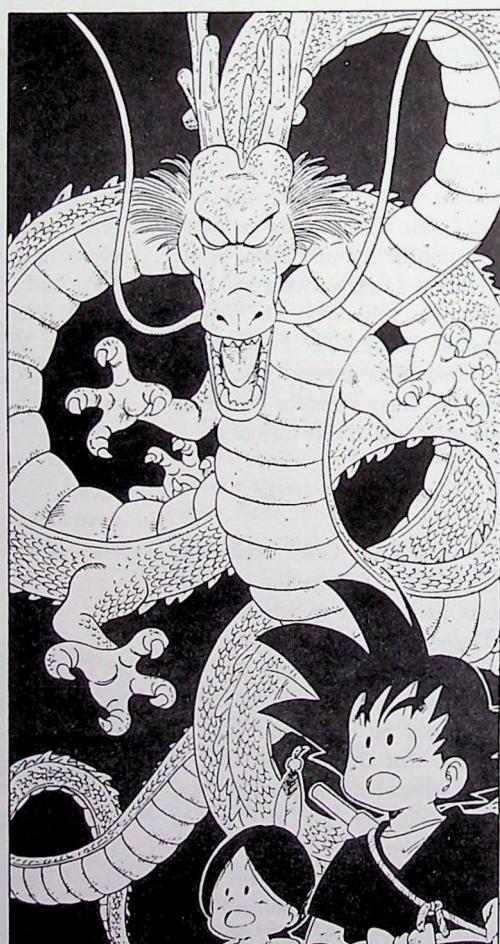
## *Shenron again*

Goku joins the others. Kame-Sennin tells him there is a lady, named Baba, who knows everything and who can even predict the future. As the Dragon-radar is broken down, they need her advice to find the missing Dragon Ball. But when they meet her, she tells them they can only get her advice if they pay her a lot of money (which they don't have) or if they beat her five warriors. Our friends decide to accept the challenge. First up is Klylin who has to fight a vampire, which can of course transform himself into a bat. The fight is unequal and pretty soon Klylin loses the match. The vampire is beaten, though, by Upah who takes the position of a cross, which causes the vampire to flee. One down, four to go ! Yamcha decides to take on the next fighter, but doesn't know it's an invisible man. As he can't see where his opponent is, Yamcha's hit many times. But then he starts listening to the steps made by the invisible man, which help him locate him. His strategy works well until Baba starts singing very loudly, thus drowning the noise of the invisible man. Yamcha's being kicked again. But just when he's about to lose, Klylin takes off Bulma's top, which causes Kame-Sennin's nose to bleed enormously. So enormously that the invisible man gets all the blood over him and thus becomes visible. Yamcha needs only one attack to beat him.

The next opponent is a big mummy. Yamcha may be strong, but this guy's definitely stronger and Yamcha soon eats dust. So it's up to Goku again, who eliminates the mummy with one heavy blow in the stomach. But it ain't over yet, as the next enemy is there

already : it's a devilish creature with wings and horns, named Akuman. He is much weaker than Goku, but has an extremely powerful technique. Before Baba can prevent him for using it - even she thinks it's too dangerous - he has already pointed it towards Goku, who cannot escape it anymore. But nothing happens. It turns out that the attack fortifies one's evil side to the death, but as Goku has no evil side, the attack has absolutely no effect on him. One good hit and the devil can be scraped off the wall.

The final opponent : a small person with a mask and a halo above his head. Appearances can be deceiving though, as this opponent is very fast and powerful and even possesses the Kame Hame Ha -power. The fight lasts for some time, until the adversary takes Goku's tail, which immediately causes Goku to lose all his powers. The enemy now smashes Goku on the floor still holding him by his tail until ... the tail is ripped off from Goku's





body. Goku wants to fight his opponent again, when he reveals his identity : it's his deceased grandfather, Son Gohan ! He embraces Goku and tells him that he got permission to come to earth for one day to test Goku's powers. All the opponents have thus been beaten and Baba tells them where the last Dragon Ball is. It is located in a car not far from the place they're standing. While he's gone, Baba tells the other that she feels that Goku will save the world one day.

Goku jumps on his cloud and flies to the car, in which he meets Pilaf and his companions again ! Pilaf is determined not to give the Dragon Ball away and uses a robot to fight Goku. But Goku has become so much stronger since their last encounter that destroying the robot is a piece of cake. Goku takes the seventh Dragon Ball and flies back to his friends. He calls Shenron and uses his wish to bring Bora back to life, after which the team splits up again.

### 22nd Tenkaichi Budokai

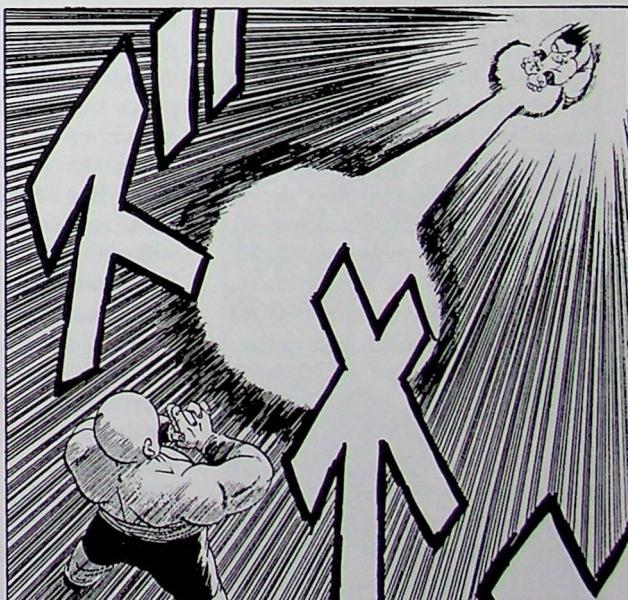
Three years later. The gang reunites in front of the stadium where the tournament will take place. After some warm greetings, they enter as participants. The preliminaries are once again a piece of cake, but they get a first look at a very strong new opponent, named Ten Shin Han, a pupil of Kame-Sennin's rival Tsuru-Sennin. The eight finalists are known and the games can commence !

The first fight opposes Yamcha to Ten Shin. Both attack ferociously and the crowd just loves it. Yamcha uses a Kame Hame Ha, but it is stopped and bounced back by a pure mental wall Ten Shin draws from his strength. Yamcha is caught by surprise and hit again by Ten Shin. He falls. To make sure Yamcha won't stand up again, Ten Shin breaks his leg. Yamcha's out.

The second fight features Chun (a.k.a. Kame-Sennin, remember ?) versus a mysterious wolf man, who seems to be totally furious at Chun. Why ? Simply because the creature is in fact a wolf who only transforms in a man when the full moon stands high in the sky. But as Chun had blown the moon away during the last tournament, the wolf man never had a chance to transform back into a man ! Chun first beats his adversary and then gives him his manlike - not much better, believe me ! - appearance back, by hypnotising him and making him believe that Klylin's bald head is in fact the moon.

The third fight puts Klylin against the mysterious, small and young friend of Ten Shin, namely Chaozu. Although he possesses little physical power, he has enormous mental power, which he transforms into energy-beams aimed at Klylin (this is the Dodonpa-technique, developed by Tao Pai Pai). Klylin opts for a counter-attack by using the Kame Hame Ha technique, which hits Chaozu, but doesn't eliminate him. Chaozu then uses his most powerful technique, which freezes people in their movements. The situation looks desperate for Klylin, but he manages to escape from the mental control by asking Chaozu mathematical questions, which break his concentration. A simple kick and Chaozu is out.

The last quarter-final fight opposes Goku to a young, boasting fighter, Pamput. It will take Goku only three elbow-kicks to eliminate him.



Semi-finals. In the first one Ten Shin fights Chun. Both are very skilled fighters and Ten Shin's brute power is matched by Chun's experience. The match could last for quite some time, when suddenly Ten Shin uses his flash-technique - Taiohken - with which he blinds Chun. From that moment on Ten Shin clearly has the advantage, but Chun uses this fight to tell Ten Shin to leave his master as he's evil (his master being in fact the brother of Tao Pai Pai). After having said what he wanted to say, Chun suddenly leaves the arena, making Ten Shin the winner. But Ten Shin definitely starts doubting his master's intentions.

The second semi-final is one of friendship, as two old buddies, Klylin and Goku, want to reach the final. Klylin knows that Goku is stronger, but he will do whatever he can to win this fight. And off they are : they fly across the arena, up in the air and down again, punching and kicking each other with all they got. Soon it becomes clear to Klylin that his attacks don't have much effect on Goku, so he uses one of his Kame Hame Ha's to divert Goku's attention, which enables him to grab his tail. Goku falls down and Klylin thinks he has won, until Goku stands up again and reveals he's been training this weak spot during the last years. Goku launches his final assault and moves so quickly that Klylin can't see him anymore. One blow and Klylin is out. Goku makes it to the final once again. Will he win this time ?

The final. Good Vs Bad, Goku Vs Ten Shin. The fight begins: they are two fierce warriors, two powerful players in this combat. Sometimes Goku is stronger, sometimes Ten Shin takes the lead. They use physical and

mental power, speed and cunning, but nothing helps, not even Ten Shin's flash-technique, as Goku quickly borrows some sun-glasses. But then something strange happens: just when he wants to attack, Goku can't move anymore and is struck by Ten Shin. This happens more than once, causing Goku to lose energy and physical strength, until Ten Shin suddenly realises that his master is behind all this, forcing Chaozu to freeze Goku. He orders Chaozu to stop it, but his master threatens to kill Chaozu if he doesn't obey his commands. Luckily one Kame Hame Ha from Kame-Sennin blows the evil master a few miles away. The fight continues and Ten Shin decides to use a different technique : he grows a second pair of arms ! At first Goku can't reply to this attack until he starts moving his arms so quickly that it seems he's got eight of them. Ten Shin realises that this technique is useless against Goku and prepares himself for his ultimate technique ... Kikoho!

Ten Shin flies up in the skies, loads up all of his mental powers and releases a extremely powerful blast ... the arena has disappeared, as it has been blown to pieces ! Luckily for him, Goku has jumped up high in the skies just before the attack annihilated the arena. But Ten Shin can fly, Goku can't, so Ten Shin knows that he will win, as Goku will touch the soil before him. At that moment Goku prepares a Kame Hame Ha, which he uses to boost himself towards Ten Shin. The latter absolutely didn't expect this and is struck heavily in the stomach, causing Ten Shin to faint and fall down as well. Ten Shin is just under Goku and will normally touch the ground earlier, making Goku the winner. But, bad luck, Goku hits a bypassing truck, and the rebound

causes him to hit the ground just before Ten Shin, who is declared the winner.

But throughout the tournament, Ten Shin has been stunned by the fairness, the honesty and other values that Goku and his friends cherish. His good side has been awakened by Kame-Sennin's speech and he decides to join Goku's gang.

But then there's a scream ... Goku runs off to look ... only to find Klylin lying dead on the floor !

### Piccolo Daimaoh

Goku immediately rushes outside to pursue the killer, while Kame-Sennin discovers through a paper that was left behind by the assassin, that the murder was ordered by a very old enemy, namely Piccolo Daimaoh. Piccolo Daimaoh is in fact a powerful creature, whose only aim is to rule the world and who was once imprisoned by Kame-Sennin's master Mutaito.

Meanwhile, Goku has caught up with the devil who killed Klylin -named Tambourine- and challenges him. But still weakened by the tournament, Goku is no match for the devil and defeated, he falls down on the ground. The devil returns to a plane, which hosts Piccolo Daimaoh and which actually belongs to ... Pilaf and his fellows ! They were also the ones who freed Piccolo Daimaoh from his prison. On the plane Piccolo Daimaoh vomits a huge egg, from which a second devil, named Cymbal emerges. Cymbal is ordered to find the Dragon Balls, while Tambourine must kill all the participants of the tournament, in

order to make sure nobody can stand in Piccolo Daimaoh's way.

Ground. Goku smells the sweet odour of baked fish and rushes towards it. He wolfs it up and feels a lot better already. But then the owner of the fish turns up : it's a little samurai, called Yajirobe and he ain't happy that Goku just ate his supper. After a small clash, Goku suddenly sees that Yajirobe has a Dragon Ball and they start talking, but their chat is interrupted by Cymbal who demands that Yajirobe hands over his Dragon Ball. Yajirobe of course refuses and succeeds in killing Cymbal by cutting him in two with his sword, after which he cooks the devil for his supper ! Piccolo Daimaoh feels that Cymbal has died and orders Tambourine, who's busy massacring all the participants of the tournament, to take on Goku. Tambourine thinks it's an easy mission as he's already beaten Goku, but Goku attacks savagely, remembering how Tambourine killed Klylin. Tambourine doesn't stand a chance against Goku's anger and is annihilated by a Kame Hame Ha.

Piccolo Daimaoh feels the death of Tambourine as well and decides he'll kill Goku himself. He orders Pilaf to fly the plane to the place where his servants were killed. Piccolo Daimaoh is eager to wipe Goku from the face of the earth. To his surprise, Goku is absolutely not scared by him. On the contrary, he even attacks him first. Piccolo Daimaoh easily shrugs off this attack and uses his extraordinary speed to counter-attack. Goku, still tired from all the previous fights, can't evade the attacks and is wounded. When he tries to flee from an energy-beam, he's hit by another one in the chest and falls down, seemingly dead. Piccolo Daimaoh

grabs the Dragon Ball and flies away on Pilaf's plane.

While this fight took place, Kame-Sennin assembled all the other Dragon Balls and buried them to lure Piccolo Daimaoh as he's decided to imprison Piccolo Daimaoh once and for all. Piccolo Daimaoh falls in the trap and Kame-Sennin uses the Mafuba-technique to try to imprison Piccolo Daimaoh, but his attack sadly fails. Having used all of his energy, Kame-Sennin dies, while Piccolo Daimaoh takes the remaining Dragon Balls. Having assembled all of them, he summons Shenron and wishes for eternal youth. Chaozu, who tries to prevent him from uttering his wish, is killed as well. Piccolo Daimaoh's wish is fulfilled and to ensure that nobody will ever use the Dragon Balls against him, he kills the Great Dragon. Piccolo Daimaoh flies away on Pilaf's plane and thanks him by kicking him off his plane ! Piccolo Daimaoh flies off towards the city, where he demonstrates his power by erasing half of the town in a single blow. His demands to become ruler of the kingdom are granted and he installs himself in the palace.

Meanwhile, Goku has regained consciousness and has climbed the Karim tower again with the help of Yajirobe. His powers are fully restored thanks to a magic bean he receives from Karim, who also gives him the God water, a potion which further increases his capabilities. Ten Shin on the other hand has decided that he will revenge all those killed by Piccolo Daimaoh and has therefore mastered the Mafuba. He heads for the palace and challenges Piccolo Daimaoh. Piccolo Daimaoh thinks Ten Shin isn't worth fighting and gives birth to another devil, Drum. Ten Shin desperately attacks Drum, but is

simply too weak. Just as the devil wants to strike, Goku arrives and kills him, thus saving Ten Shin's life.

## Goku saves the world

Piccolo Daimaoh realises that Goku's powers have increased and that he'll have to fight him personally. Another heroic battle starts. Goku easily avoids Piccolo Daimaoh's assaults, which makes him furious. He launches fierce attacks, but Goku is absolutely not impressed and keeps counter-attacking, beating Piccolo Daimaoh more and more. Piccolo Daimaoh fully loads his body with mental energy and launches a very fast attack, wounding Goku badly. Goku replies with a mind-controlled Kame Hame Ha, which hits Piccolo Daimaoh in the back, causing him to scream in pain. But Piccolo Daimaoh suddenly blasts energy



beams from his eyes and wounds one of Goku's knees. Thanks to his magic staff Goku can still move, though more difficultly. Seeing that all his attacks have barely led to anything, Piccolo Daimaoh unleashes an incredible amount of energy, destroying the rest of the city. Goku was rescued just in time by Ten Shin who took both of them high up in the air, using his very last bit of energy. Piccolo Daimaoh re launches a blast, which, though less powerful than the last one, creates a large crater in the ground. Goku gets out of it, only to realise with horror that Piccolo Daimaoh has grabbed Ten Shin and threatens to kill him if Goku attacks him

again. Goku, not daring to risk the life of his friend, allows Piccolo Daimaoh to break his other knee and one arm. Goku goes down. Piccolo Daimaoh dumps Ten Shin on the ground and goes high in the sky. He dives towards Goku in order to crush him. But Goku uses his unwounded arm to release a Kame Hame Ha, which boosts him in the air with such speed that he goes straight through the body of

Piccolo Daimaoh. Piccolo Daimaoh knows he's lost the battle and that he'll die. But just before exploding he produces one final egg which contains his reincarnation and which flies far away. The world is saved. Baba's predictions have come true. Hurray for Goku !

### Kamisama

Goku returns to the Karim Tower. There Karim tells him that the only way to bring his friends back to life is to see God, who lives above the Karim Tower. Goku uses his magic staff to reach this place and once he's arrived there, he meets a strange black person, called Popo, who's much stronger than Goku. Goku asks him if he can meet his master, which Popo allows. But to his shock Goku realises that the master is Piccolo Daimaoh ! Goku attacks, but is pushed back with a simple finger-tip. This person explains that he is God (Kamisama) and that he and Piccolo Daimaoh once were one and the same being. This being was split in a good personality and a bad one (obviously Piccolo Daimaoh). Kamisama also tells Goku he created the Great Dragon and that he will bring him back to life. He does so and thanks to the Great Dragon Klylin, Kame-Sennin and Chaozu are brought back from the dead, as well as all the others who have been killed by Piccolo Daimaoh or his devils. The world rejoices and the members of the gang start training for the next tournament.

### 23rd Tenkaichi-Budokai

Three years later. Everybody meets in front of the stadium once again, all of them surprised by the spectacular growth Goku has gone through since the



last time they've seen him : he's become an adult, while Klylin on the other hand has remained on the small side. The preliminaries start and some strange encounters occur, like a mysterious green man (who is in fact the reincarnation of Piccolo, but who uses the fake name of Ma Junior), a pretty but aggressive young woman and a clumsy looking middle-aged fellow Shen. The biggest surprise though is the elimination of Chaozu by nobody else than a slightly bionic Tao Pai Pai, who apparently survived the explosion of the grenade !

The tournament begins and its opening match puts Ten Shin against Tao Pai Pai. Despite all his cheating (hidden knife and actual fire power in his robotic arm) Tao Pai Pai's no match against Ten Shin's powers and he's disgracefully beaten.

Next up are Goku and the mysterious girl, who keeps blaming him for not keeping his promise to her. Goku doesn't have the slightest clue why, until she says he's once promised to receive her in holy wedlock. All his friends are extremely surprised, but Goku even more, as he actually doesn't know what this means ! He makes a deal with the girl though : if he beats her, she'll have to reveal her identity. Winning proves to be no problem at all for Goku and she reveals that she is in fact Chichi. Goku now remembers having made that promise and although he didn't

know what it meant (he thought it had something to do with food), he - as a man of honour - decides to keep his promise. Aah, l'amour ...

But things are way more serious in the third fight, which features Klylin and Ma Junior. Klylin doesn't like half measures and launches two Kame Hame Ha's at the same time, forcing Ma Junior to jump up in the sky, which enables Klylin to hit him from behind. Ma Junior barely got a scratch though and manages to counter-attack. Klylin flies outwards from the arena. Will he lose ? No, as he too has mastered the technique of levitation. The two opponents face each other again, when suddenly Klylin is totally taken by surprise as Ma Junior elongates his arm up to 4 meters, grabs Klylin and hits him with all his force. Klylin survives the attack, but knows he's only got one chance : a nice, big Kame Hame Ha aimed directly at Ma Junior. Sadly enough Ma Junior has foreseen this and sends Klylin crashing down in the arena. Klylin is defeated.

The following match seems a piece of cake, as it features Yamcha and Shen. Yamcha, thinking this will be his easiest match ever (and his first chance to reach the semi-finals!) lets the man near him. Clumsy as he is though, Shen falls, but not without hitting Yamcha in the kidneys. The whole crowd's laughing and Yamcha - terribly ashamed - decides to counter-attack. He jumps towards the man, but the man dives away, causing Yamcha to fall on his ...well ... where it hurts really badly, if you know what I mean. Yamcha has just had enough of it when to everybody's astonishment the man bursts forward with huge speed kicking Yamcha. Yamcha understands that the man is actually much



more dangerous than he seemed and tries to beat him, but the man's defences seem unpassable. Yamcha uses his last resort : an energy-ball which he can fully direct. He throws it at the man who falls backwards, only to re-establish himself, boost forward and kick Yamcha out of the arena. What a surprise winner !

Semi-finals. The first one is a rematch of last tournament's final, only this time in a much friendlier atmosphere. It's Goku Vs Ten Shin. Both fighters rush to each other, launching energy-blasts, kicking and defending themselves at such a speed that no ordinary man can see anything anymore. This goes on for some time until Ten Shin realises that Goku is in fact much slower than he is and uses this weak point to attack him. His idea proves to be right and Goku is hit from all sides. Ten Shin already thinks he's won when Goku suddenly starts taking some of his clothes off. The reason is simple : in order to improve, he's been wearing a special shirt, bracelets and boots, which total a weight of 100 kilograms ! Relieved of this burden, Goku becomes much faster and Ten Shin's in the losing position this time. But then he demonstrates his brand-new technique : he splits himself into



four independent Ten Shins ! All four of them launch energy-beams towards Goku, who, despite his speed, cannot evade all of them and tumbles on the ground. Strangely enough Goku says he's already discovered the weak spot in Ten Shin's attack and dares Ten Shin to repeat it once more. The four Ten Shins, thinking Goku is bluffing, immediately launch energy-blasts towards him, but on that precise moment Goku uses the Taiohken to blind all of them. As they cannot see him, he can easily throw them out of the arena. Goku reveals that the weak point of Ten Shin's attack was the fact that all four Ten Shins together only possessed as much energy as the original one. Goku faced four opponents, but none were strong enough to beat him. Goku goes through to the finals yet again. Third time, good one ?

In the other semi-final we see Ma Junior Vs Shen. But this time Shen doesn't act clumsy



anymore as he violently pushes Ma Junior backwards, who reacts with an enormous energy-beam and some heavy kicks. In the midst of the fight Shen takes a little bottle out of his pocket and reveals his identity : he is in fact Kamisama, who has taken possession of Shen's body to beat Ma Junior, as he considers him to be an equally big threat to humanity as his 'father' had been. Kamisama launches the Mafuba, but Ma Junior, who's much stronger than his father had ever been, returns the attack, thus imprisoning Kamisama himself in the bottle. In order to make sure that nobody can release Kamisama, Ma Junior simply swallows the bottle and walks away triumphantly.

The final. Pure evil Vs pure good. Super-power Vs Mega-power. The ultimate battle. The fight starts with some common fist-exchanges with Goku seeming to put Ma Junior in a difficult position, but it turns out to be a trick, and Ma Junior manages to kick Goku down and throws some extra energy-balls and -beams to make sure he'll stay down.

Nil movement. Everything's quiet. Is Goku dead ? Of course not. He gets up and it's show-time again. Like lightning both opponents fly towards each-other to surpass the other. Ma Junior tries to catch Goku by sending energy-beams from his eyes, while Goku tries to defeat him by using his incredible fastness. None of the tactics seems to succeed, so Goku prepares to launch a mega Kame Hame Ha. But just before he throws it, Kame-Sennin reminds him that if he destroys Ma Junior, he will kill Kamisama as well ! Frustrated Goku has to abandon his attack. Ma Junior now knows that Goku will not dare to harm him. He reveals himself as Piccolo Daimao to the



audience, which flees from the stadium. Piccolo now starts growing and growing until he reaches a length of about 10 meter ! One simple kick of his fists and he breaks huge parts of the arena. Nevertheless Goku jumps up and kicks him in the back of his knee, causing Piccolo to fall down. Goku then puts his arms around Piccolo's finger and manages to throw him over his shoulder. Piccolo is furious and grows even further till he becomes more than 40 meters tall. Goku reacts by jumping up until he reaches Piccolo's mouth, in which he propels himself with a Kame Hame Ha. Piccolo spits him out, but it's too late : Goku has retrieved the bottle and Kamisama is released.

Piccolo returns to normal size and resumes the fight with Goku. Suddenly Goku is hit by an electric beam, but just when Piccolo wants to finish him Kamisama jumps in the arena and stops Piccolo. Goku orders Kamisama to leave the arena, as he wants to win on his own. He asks Piccolo to hit him as he would have done if Kamisama hadn't stopped him. Piccolo of course doesn't refuse this offer. Piccolo then launches an energy ball with one particularity : it keeps following Goku, no matter how he tries to escape it. Goku tries to evade it, when he suddenly dives



towards Piccolo with the energy-ball right behind him. Goku jumps up just when he reaches Piccolo and the ball explodes on Piccolo, whose left arm gets severely wounded. But no problem for Piccolo : he simply rips off his arm and instantly grows another to Goku's astonishment.

Now Piccolo's had it. He's really infuriated and loads up all his energy. Everybody runs for cover, except Goku who takes a defensive position. Piccolo unleashes his energy and the island is almost entirely blown away. But Goku is still standing and he thinks it's time to end the job. Goku bursts forward and gives Piccolo everything he's got, including an enormous Kame Hame Ha. Piccolo is down and the referee starts counting. But just as he's about to declare Goku the winner, Piccolo launches a very powerful energy-beam, right through Goku's shoulder. Goku is losing a lot of blood and tries to defend himself. But Piccolo, deciding not to make the same mistake his father once made, breaks both of Goku's knees and his good arm. He climbs up in the skies and throws an huge energy-beam in order to disintegrate Goku. To the consternation of all his friends, Goku's body has vanished once the dust's gone. Piccolo did it : he destroyed Goku.

Or did he ? From far away, Klylin notices Goku flying towards Piccolo (Goku actually escaped the attack by using his entire body to produce a Kame Hame Ha which boosted him in the skies, just before Piccolo's attack). Goku's too fast for Piccolo to react and Piccolo's hit in the stomach. Piccolo, exhausted by all his attacks, falls down, outside what remains of the arena.

He's done it ! Goku's finally won ! All his friends cheer. Congratulations to the winner. Thanks to one of the magic beans, Goku heals instantly. To everybody's surprise he also gives a bean to Piccolo, explaining that he needs to have a strong enemy, so he can improve his skills even further. Besides, Piccolo mustn't die, as this would cause Kamisama to die as well (them having been one and the same being once). Piccolo flies away, swearing he'll have his revenge someday.

The tournament is over and Goku and Chichi fly away on the Kinto cloud to prepare for their wedding. It's the beginning of an era of peace.

That is ... until the coming of the ... *but that's another story.*



## Technical files

### Capsule Corporation.

Bulma's father, Dr. Briefs, has invented the capsule-technology, which has been commercialised by the Capsule Corporation. This technology enables you to incorporate something huge into a small capsule. For example, you can put an entire house away in one little capsule. After which you can release what's inside the capsule by pushing on a small button. This technology is very convenient as it e.g. permits you to travel long distances with just a couple of capsules with you. Bulma always carries a box with capsules, filled with all kinds of objects (car, house, bike, ...).

### Magic staff

Goku received a magic staff from his deceased grandfather. Normally it's rather short (about 50-60 centimetres), but it can grow upon Goku's wish to extreme lengths. It is also made of magical and extremely strong wood, as Goku used it once to break a sword! Its colour is red.

### The Legend of the Dragon-Balls.

This legend tells the story of the seven Dragon Balls. He who collects all seven Balls, can summon the Great Dragon named Shenron who will then fulfil any wish (material belongings, returning people from the realms of the dead, becoming young, becoming powerful, ...).

The Dragon Balls themselves are transparent balls with a certain number of stars placed on them.

Once a wish has been fulfilled, the Dragon Balls will be scattered all around the world and will turn to stone for a whole year, as there has to be at least one year between all the wishes.

### Kame Hame Ha, energy-blasts, energy-beams and so on.

A very important concept in Dragon Ball is the idea that some people possess mental energy which they can manipulate outside their bodies.

They can for example make a visible ball (or a beam or a razor-sharp shield, ...) of this energy and throw it at an opponent to wound him. They can also use this energy to boost themselves in a certain direction (like a jet does). Or they can use this energy to immobilise somebody, to change their own body (make it longer, stronger, ...), ... the possibilities are limitless. It just depends on the amount of energy you have (which you can increase by training a lot).

The most renowned energy-technique is the Kame Hame Ha-technique (named after a Hawaiian group of islands). It was taught by Kame-Sennin and is now used by Goku, Klylin, Yamcha, Goten.

### Kinto cloud.

Kame-Sennin gave Goku a small cloud, which he uses to go everywhere until the moment he learns teleportation (later in the Dragon Ball Z-series - from then on Son Gohan will use the cloud).

Particular for this cloud is that only honest people can use it, as others will fall right through it.

(only Goku, Chichi, Son Goten and Son Gohan can use it).

### Tenkaichi Budohkai (The greatest Championship Under The Heaven)

Every three years a big tournament is held to determine the strongest warrior on earth. It starts with preliminaries and only the eight best will take part in the actual tournament.

The fights are held in the open air on a paved arena with an audience. It is prohibited to use any weapons, but all the kicks, hits, dirty tricks and techniques are acceptable (including hypnosis, Kame Hame Ha, levitation, ...).

A fighter loses the battle if he leaves the arena (or is thrown out of it), if he kills his adversary or if he's unconscious for more than 10 counts. The winner gets an award (muchos dineros!).

There have been 25 tournaments up till now.

### Magic beans

Magic beans are cultivated by Karim. They cure wounds and exhaustion. They are used by Goku and his friends to recover during fights. Nevertheless, they are not useful against diseases.

### Emmanuel Van Melkebeke.

This article will be continued in the next issue of JAMM! with :

- \* Dragon Ball Z - the story
- \* The characters : full data
- \* Backgrounds on the names

Don't miss it!

## MANA NO YOMIKATA Part I

## 漫画の読み方

Which manga nut has never thought of learning Japanese? I have, like many others, bought some learning method, but I wasn't able to read manga thanks to that. The problem with such methods is that they first teach you a "standard" Japanese, something quite different from daily Japanese, the kind of Japanese used in manga. Only after one or two years of intense study, they start showing you what daily Japanese looks like.

If you want to learn daily Japanese from the very beginning, you just have two possibilities: the first possibility is to put your toothbrush in your suitcase, to go to the nearest airport and to live in Japan for a while. The second possibility is to read this article (I know, the first possibility was much more exciting ...).

"Manga no Yomikata" (the way of reading manga) will show you from the first lesson what manga-Japanese really is! Many of the things explained in this article are only taught in very advanced books, or not taught at all, so fasten your seatbelts!

1. The Personal Pronounsa) First Person

The first person pronoun most gaijin (foreigners) learn is **watashi** (私), as it can be used by men and women. Most learning methods only teach "**watashi**", while the first person can be expressed by many other pronouns (someone once counted over 50 different first person pronouns!).



Japanese men usually use **boku** (僕), **ore** (俺) and **watashi** (私). Men will choose for **boku** under neutral circumstances. Young boys always use **boku** (look at Goten, Toranks, ...).



Once they're 6-7 years old, they switch to **ore**. **Ore** is quite rough, so it's only used in informal situations (when talking to friends, peers and the like). Most teenagers use **ore**. **Watashi** is used in formal situations.

Also often used is **ora**, which is a variant of **ore** (Son Goku always uses **ora**).



Although **boku**, **ore** and **ora** are exclusively masculine, you can see some girls use them (tomboys, for example): **Ai** (VG)<sup>1</sup>,

**Haruno** (VG) and **Ryunosuke** (UY) always use **ore**, **Yoko** (B) uses **boku** (she's wearing the breeches) and **Ranma-chan** uses **ore** (but hey, after all, she's a boy, no?).

When video girl **Len** appears before **Hiromu**, she finds **Hiromu** using **boku** so cute (remember that most boys start using **ore** when they're 6-7 years old, so boys of **Hiromu**'s age using **boku** sound a little bit strange) that she decides to use **boku** herself! To stop the mockery, **Hiromu** will switch to **ore** ...

The difference between such pronouns is almost impossible to translate. Just try to give 3 different English pronouns for **boku**, **ore** and **watashi**, all meaning "I" but with their own nuances! (look at VG 1 p.54, first image: In the original manga, **Yota** says "ore?" as he is surprised that a girl (**Ai**) uses **ore**. In the French translation, they changed **Yota**'s surprise into a mere "Oh yeah ?".

Women, on the other hand, are generally politer than men, and often use **watashi** and **atashi**.

## Other First Person Pronouns:

**Atai**: used by delinquent girls, e.g. **Kaam** (O) and **Beyasan** (CF).



Uchi: although only Kansai women use that pronoun, Lum (UY) is always using it!



Washi (僕): often used by old people like Kamesennin (DB).

Yo (余): pompous (see Baan (DQ))

Sessha (拙者): used by ninjas, e.g. Shingo (UY)

Also often used are atashiya, atakushi, oira, wai, wagahai (我が輩), ware (我), watakushi (私).



Note: I realize that showing different pronouns as first "lesson" may confuse many people, but keep three things in mind: First, suppose I would do like most methods: I'd write that "I" in Japanese is **watashi**, and that's all. You would then have to study for one year to realize there is a second pronoun meaning "I", two years for a third one, and so on ... The purpose of this article is not to make you buy Jamm! for the next ten years (not that we don't want you to!), but to teach you something you can use immediately (after reading this article, try to control what's written here: take your Dragon Ball manga and see if Goku really uses ora, ...).

Secondly, you will quickly come to the conclusion after reading some manga that most characters don't use **watashi**! So you really need to know those pronouns.

(and I bet you won't find them in your dictionary!)

And last but not least, I don't expect any beginner to know all the pronouns revealed in this article, but you should realize that there are many different personal pronouns!

## b) Second person

The neutral second person pronoun is **anata** (貴方).

**Kimi** (君) is used when there is a certain intimacy or when talking to somebody "inferior" (e.g. boss to employee, teacher to student, ...).



Japanese men will generally use **omeae** (お前) when they don't have to be polite (e.g. between friends).

**Omee**, a variant of **omeae**, is often used in daily Japanese (Son Goku always uses **omee**).



A Japanese husband usually calls his wife "**omeae**", while his wife will call him "**anata**" (something like the English "honey" and "darling").



**Temee** (手前), **kisama** (貴様) and **onore** (己) are three

insulting pronouns for you. You will often see them during fights (take any fight scene in DB; I can guarantee you will see one of those three pronouns!). The best translation would be "You bastard", or something like that.

Also used are **anta**, **kikou** (貴公), **nanji** (汝), **odore**, **ondore**, **ondorya**, **onushi**, **omesan**, ...

## c) Third person

The neutral third person is **kare** (彼) for "he" and **kanojo** (彼女) for "she" (彼女).

**Aitsu** is only used in informal situations.

## d) Plural

Just add **-tachi**, **-gata**, **-domo** or **-ra** to the pronoun and you have the plural! (e.g. **watashitachi**, **anatagata**, **omaera**, ...)

## e) Notes

Although first person pronouns are often used, Japanese prefer to say the person's name or title instead of the pronouns for you and he/she. When students want to say "you" to their teacher, for example, they will use **sensei** (先生) (teacher) instead of **anata** (to show more respect).

Japanese also like to omit pronouns: Once the subject is known, Japanese will often make sentences without subject, while in English we would repeat "he", ... . Instead of using the pronouns for "you" and "he"/"she", Japanese children prefer kintterms like **oniisan** (older brother), **oneesan** (older sister), **ojisan** (uncle), ... . That doesn't necessarily mean that the person they're talking to is their real brother/sister/..., but that they

consider the person to be of the same age as their brother/sister/....

Thierry Vermeylen

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<sup>1</sup> Following abbreviations were used in this article :

B: Bastard

CF: Crying Freeman

CH: City Hunter

DB: Dragon Ball

DQ: Dragon Quest (Dai)

MI: Maison Ikkoku

MS: AA Megamisama

O: Outlanders

RM: Ranma ½

SS: Saint Seiya

UY: Urusei Yatsura

VG: Video Girl

WB: Wide Ban edition

! I've drawn a small border around the pronouns in the pictures. It's up to you to take your hiragana-katakana chart to check them. The kanji's are written in the text, so there should be no problem with that!

ALL PICTURES ARE (C)  
THEIR RESPECTIVE  
AUTHOR / STUDIO.

Now it's your turn ! Take your manga and see by yourself if what's written here is true.

CF 2 p128, 7th image: Kou:  
CF 2 p131, 2nd image: Ryuji:  
CH 3 p16, 1st image: Sayaka:  
CH 20 p23, 4th image: Ryo:  
DB 1 p51, 2nd image: Goku:  
DB 2 p189, 4th image: Onna:  
DB 38 p170, 4th image: Kaioshin:  
DQ 15 p173, 3rd image: Akiim:  
DQ 22 p133, 2nd image: Baan:  
MI 1 p135, 4th image: Ichinose:  
MI 15 p32, 4th image: Kyoko:  
MS 1 p45, 7th image: Keiichi:  
MS 10 p97, 4th image, Maler:  
RM 1 p13, 1st image: Ranma:  
RM 30 p33, 4th image: Ranma:  
SS 1 p147, 2nd image: Seiya:  
SS 13 p129, 5th image: Hyoga:  
UY(WB) 7 p12, 5th image: Ryoko:  
UY(WB) 14 p108, 1st image: Shingo:  
VG 15 p154, 1st image: Munehiro:

"Washi ga itadakimasu ..."  
"Odore ga ..."  
"... Anta mo taihen da nee ..."  
"Otaku to no shobu wa ashita no hazu da ..."  
"Ora sono shiru nigai kara kirai da ..."  
"Atai ni nanka you ke ?"  
"Omae o taoshi ni kita, Babidy ..."  
"ki ... Kikou ... fujimi ka ... !?!"  
"... Yo no ... inochi de arouna ... ?"  
"Atashi no mtatechigai datta kane ..."  
"Anata wa Soichirosan no kawari nanka ja ..."  
"Aitsu kou iu no meneki nee kara totsuzen ...  
"ki ... Kisama ..."  
"Temeee, iikagen ni ..."  
"Kanojo wa tashikani butazuki da ga ..."  
"Ore datte odoroitasa ..."  
"ki ... Kimi wa ..."  
"Watakushi no ..."  
"Sessha mo otoko to shite ..."  
"Bo Boku wa ....!"

## READ

### MANGA NO YOMIKATA Part II

漫画の読み方

IN NEXT ISSUE !

"God grants us encounters so that we can share the precious moments with someone else. If you have an honest smile and just a little courage, even the most painful memories will fade away someday. Come and join us in this Green Paradise, although you won't find any considerable fellows here. We are the No-Brand Heroes. We're shining brighter than the sun, embracing the only future in this world."

# **YUKIE NASU'S HERE IS GREENWOOD**



GREENWOOD (C) 1991 YUKIE NASU / (HANA TO YUME) / VICTOR / PIERROT PROJECT

As someone once claimed, one of the most exquisite pleasures for the anime and manga fan is the discovery of a practically unknown title, which quickly becomes one of your personal favorites. It doesn't have to be spectacular or innovative, but it does have personal appeal, and a feeling of something "different". **Koko wa Greenwood** (*Here is Greenwood*) was that anime for me.

Like so many other OAV or tv-series, **Here is Greenwood** started out as a manga. **Greenwood** was created by a female manga artist called Yukie Nasu, and originally ran in the bi-weekly magazine **Hana to Yume** (=Flowers and Dreams), published by Hakushensha. Afterwards it was collected into several volumes. Basically, **Here is Greenwood** is a "shojo manga", a manga for girls. Some of the usual characteristics of shojo manga are also apparent in this series. There is an abundance of handsome men, with multi-coloured hair. There is the presence of a hermaphrodite-like character (Shun Kisaragi, compare with Oscar in *Versailles no Bara* and Gilbert in *Kaze to Ki no Uta*). And of course there is a lot of attention to psychology and romance.

However, **Here is Greenwood** is not the sort of shojo manga most western fans immediately think of when confronted with the genre. It isn't some "mushy story" about a poor orphan girl or an impoverished innocent princess, who gets mistreated by just about everyone. Also, it doesn't care too much for exotic locations or far-off romantic times.

**Greenwood** is part of a new generation of shojo manga, which first appeared in the mid '70s and has continued to flourish ever since. These shojo manga concentrate on daily life in present time Japan, they are

the so-called "slice-of-life" type of stories. The main characters are usually ordinary young people, living one day at a time. There is still a focus on love and romance, but it is far less idealized, and the frank and direct approach sometimes leads to an emphasis on sexual situations. And there's always room for a little satire. This type of shōjo manga has also attracted the attention of a large male audience, leading to a crossover of the genre into boys' manga during the '80s. This phenomenon is known as the "love-comedy boom", and the two most representative artists are Mitsuru Adachi and Rumiko Takahashi.

Basically, the concept of **Here is Greenwood** is the same as that of **Maison Ikkoku**. It is the description of a very particular milieu, a microcosm in Japanese society. In **Maison Ikkoku** it was a cheap family pension in a suburb of Tokyo, in **Greenwood** it is one of the dorms of a boys' high school. In both cases a group of diverse and colourful characters is forced to live together in the same building, which means that they have no choice but to get along as well as they can. Also, in both cases, this environment is used as the setting for a troubled love story.

An original characteristic of **Greenwood** is that the "daily life" of normal slice-of-life stories doesn't seem to be so "daily" after all. The inhabitants of Greenwood rumble organized crime, shoot movies and face haunting ghosts. Like in **Kimagure Orange Road** there is a touch of the unusual, even the supernatural, which permeates everyday life. It is as if the colourfulness of the characters itself attracts colourful events to them.

Most of all, **Greenwood** is a series about youth. The main characters are "No-Brand Heroes", as it says in the title song of the anime. They have the feeling that they can take on the world, that they can face up to any given situation. But they don't carry a brand, they are not yet fully integrated in society, they are still very much strong-willed individuals, pursuing their own goals. The dorm, this place which they have named **Greenwood**, offers them a haven. It is a refuge for those who have left the protection of their childhood homes, but are not yet swallowed up by adult society.

In 1991 the success of the manga led to the decision to adapt **Here is Greenwood** into animation. The result was an OAV series of six 30-minutes parts (which seems to have become the standard format for adapting manga which are aimed at mature audiences), the first of which was released in November 1991. The quality of these OAVs is unquestionable. The artwork is beautiful. The characters, although classical in design, are convincing and expressive. The animation isn't breathtaking (after all it is a series which depends mainly on dialogue, and not on action), but maintains a constant level of quality throughout all of the six parts.

One of the most important things which make **Greenwood** really come to life, is the excellent voice characterization. The cast of this OAV series is a regular "who's who" of Japanese voice actors. First of all, it reunites the two main actors of **Akira**: Nozomu Sasaki (Tetsuo) and Mitsuo Iwata (Kaneda) are ideally cast as Kazuya Hasukawa and

Mitsuru Ikeda. Again there is that lively interaction between Sasaki's emotional voice and the dry wit and sarcastic tone of Iwata. It is also a reunion for two actresses from **Kimagure Orange Road**: Chieko Honda (Kurumi) as Miya Igarashi and Hiromi Tsuru (Madoka) as Nagisa Tezuka. Here the roles are reversed: Honda now plays the serious-minded girl, while Tsuru is mainly there for comic relief. Other noteworthy voice actors include: Seki Toshihiko (Shurato from **Tenku Senki Shurato**) as Shinobu Tezuka, Sumi Shimamoto (**Nausicaä** from **Kaze no Tani no Nausicaä** and Kyoko Otonashi from **Maison Ikkoku**) as Sumire Hasukawa, Yuuko Minaguchi (**Yawara!** from **Yawara!**) as Misako and Kappei Yamaguchi (male Ranma from **Ranma 1/2** and Daisaku from **Giant Robo**) as Tenma Koizumi.

The stories from these six OAVs were selected from the manga to represent all different aspects of **Greenwood** as well as is possible in such a short space of time. They are not put in chronological order (!), which may lead to some confusion for those who see the series for the first time (for example, the relation between Kazuya and Miya is already mentioned in episode 2). Instead there is a sort of climactic order: step by step the full richness of the "**Greenwood** universe" is revealed, leading finally to the main story in episodes 5-6.

So having said all this, do I have any criticism? Yes, I have actually! Why hasn't a western video label decided to bring this excellent series to our shores yet? It would be an ideal alternative for the many "fast food" anime we've had to swallow recently.

**Character Files****1. Kazuya Hasukawa**

Also called Ya-kun (by Sumire) or Suka-chan (by Shun). Born in January, blood type A. 16 years old in the first episode, 17 in the other five. Currently living in room 210 in Ryokurin Ryô (Greenwood).

Kazuya is a born worrier. He is hyperemotional (both in his love and his anger) and often suffers from psychosomatic ailments. He also has absolutely no sense of humor, which makes him the ideal target for practical jokes. He is a kind enough person, but almost always acts on impulse, which means he gets used easily (a flaw he shares with Miya Igarashi).

Kazuya's father died when he was still a baby, and his mother passed away a couple of years ago. Before moving into Greenwood he lived with his older brother Kazuhiro. Kazuya fell in love with his brother's fiancée Sumire Kitani when he was 15 years old. After her marriage to Kazuhiro, Kazuya moved to Greenwood in an attempt to leave the past behind him. It was only after meeting Miya Igarashi that he really managed to pull himself together.

**2. Shun Kisaragi**

Born in September, bloodtype AB. Oldest son of the owner of the Kisaragi Inn in Shizuoka. He has one younger brother, Reina, and a younger sister, Yui.

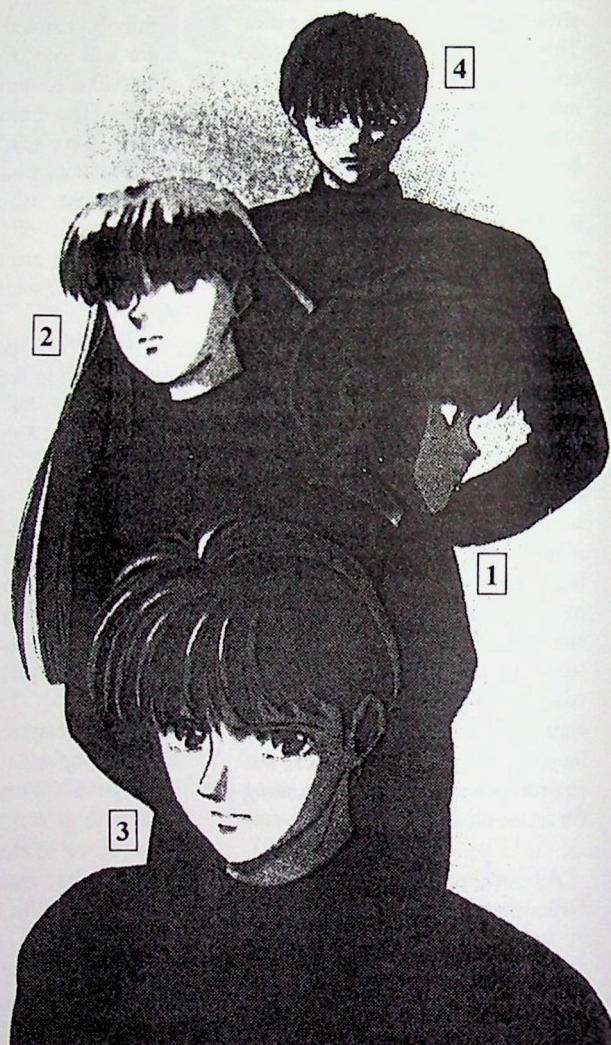
Shun is Kazuya's roommate at Greenwood. They are the same age, but are in different classes. Shun is biologically male, but everything else about him is female: his facial features, his pale complexion, his long hair, his slim shoulders, his voice and to a certain extent even his attitude. However, at no point does he appear as a transvestite or a homosexual. Strangely enough, even if he takes advantage of his female appearance and sex appeal, he feels quite insulted if someone else points it out to him.

Shun's view of life is the opposite of Kazuya's. He's a carefree boy, whose optimism seems unshakeable. Shun avoids working whenever he can. He easily gets excited about all sorts of things, and likes light-hearted humor.

**3. Mitsuru Ikeda**

Born in March, blood type A. 17 years old in the first episode, 18 in the others. He's the oldest son of the Kôryû Temple in the Taitô Ward. Actually, Mitsuru is

adopted. When he was only two weeks old, he was abandoned on the temple plot by his unknown natural parents. His younger brother Masato was born on exactly the same day.



When Kazuya entered Ryokuto High School, Mitsuru was the dorm head of Greenwood. He also encouraged Kazuya to take over his job the next year. Together with Shinobu he has set up a small betting shop in their chamber, room 211.

Mitsuru is extremely popular with the opposite sex. On last year's Valentine's Day he received chocolates from 47 different girls. However, his luck with women always runs out after a certain amount of time, because it seems he's constantly breaking up with his girlfriends.

He also has a special physical ability: all wounds to his face heal in less than a minute.

Mitsuru plays the role of Kazuya's guardian, giving him advice whenever he can (although Kazuya doesn't always appreciate it). But this doesn't stop him from getting into all kinds of trouble himself.

### 4. Shinobu Tezuka

Born in December, blood type AB. 17-18 years old. A native of Nagano, and youngest son of a wealthy family. He has an older brother, Akira, and an older sister, Nagisa.

Shinobu is Mitsuru's roommate, but also his "partner in crime". They often set up the most daring plans together in order to get more money. Shinobu is the president of the student council at Ryokuto High. But instead of being a responsible, law-abiding student, he uses this position to his own advantage, and for the greater glory of Greenwood.

Shinobu is so cool and indifferent it becomes ridiculous. Nothing seems to touch him, or shock him, or frighten him. The most awful disasters could happen, and he would still keep a straight face. He also refuses to get involved with the affairs of others, keeping a safe distance as an observer.

His only true foe is his sister Nagisa, who has spent most of her

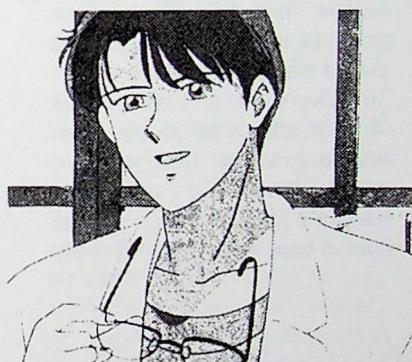
life in frustration about her brother's immovability. But not even Nagisa's contacts with the Japanese mafia, the yakuza, are enough to impress Shinobu.

## THE OTHERS

### Miya Igarashi

A 17 year-old girl who attends Suminohana High School. When she comes to ask Mitsuru, her "sempai", for help, she meets Kazuya. They fall in love despite the fact that Miya is already more or less engaged to another boy, Tenma Koizumi. Miya is an emotional and even slightly aggressive girl.

### Kazuhiro Hasukawa



Kazuya's older brother. He works in the medical room at Ryokuto High. Although he is married to Sumire, he has distinct homosexual preferences.

### Sumire Hasukawa

Maiden name: Kitani. Married to Kazuhiro. An innocent and slightly dumb girl, who is completely unaware that Kazuya has been in love with her.

### Nagisa Tezuka

Shinobu's older sister. Completely psychopathic. She has a profound hatred for her younger brother, but he doesn't seem to mind. She has contacts with the yakuza.

### Tochizawa



An inhabitant of Greenwood who is a great movie lover. He is the director of *Koko wa Maoh no Mori*.

### Furusawa

A student who lives on the third floor at Greenwood, but still keeps his beloved motorcycle in his room.

### Aoki and Sakaguchi



Two roommates who are computer experts and who have turned their room into a game centre. They also provide the SFX for *Koko wa Maoh no Mori*.

**SERIES' SYNOPSIS**

**1. Thou Shall Love Thy Daily Life**

(Release date: 22-11-1991)

May. Ryokuto High School for boys welcomes its newest student: Kazuya Hasukawa. Kazuya isn't off to an easy start. He was hospitalized because of an ulcer on the first day of the school year and is now a month behind. On top of that he also has private problems. Kazuya's first love, Sumire Kitani, got married this spring to his own older brother Kazuhiro, so his house has become a newly weds' home. And to round things off, Kazuhiro is beginning to show bisexual tendencies, much to the dismay of Kazuya. All this has led to Kazuya's decision to move into one of the school's dorms: Ryokurin Ryō, better known to the students as "Greenwood".

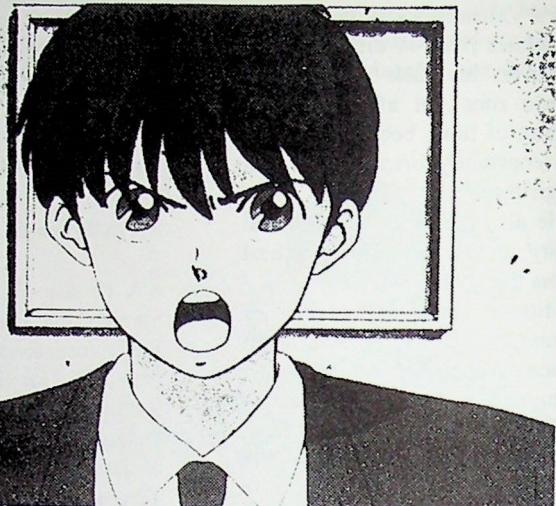
Greenwood is under the supervision of the dormhead Mitsuru Ikeda and his roommate, the student council president Shinobu Tezuka. They are the ones to welcome him to the dorm,

and they also introduce him to his roommate, Shun Kisaragi. Sudden shock! This Kisaragi character is a girl! Mitsuru and Shinobu explain: there have been serious problems in Shun's family, which caused her to be raised as a boy. To solve these problems, which Mitsuru refuses to clarify, Shun has to graduate from a boys' school. Now she will need Kazuya's help to keep up the illusion she is a man. Terribly

embarrassed, Kazuya accepts reluctantly.



Several days pass. Kazuya is having a hard time keeping his mind on his studies, distracted as he is by the fact that there's a girl in his room. Strangely enough, Shun (who has now devised the nickname "Suka-chan" for Kazuya) doesn't seem to mind at all. One day, they run into each other in the toilets and Kazuya notices something which isn't exactly female. He forces a confession out of Shun: in reality Shun is just a very effeminate boy. He conspired with Shinobu and Mitsuru to play a practical joke on Kazuya. Mitsuru congratulates Kazuya on having finally discovered the truth and



## Here is Greenwood

tells him he and Shinobu have made quite some money from the bets wagered on the duration of this deception. Kazuya just hits him in the face and walks out. Mitsuru mumbles: "A good punch. I think I like him."

July. Kazuya's hopes of having the dorm to himself during the summer vacation are thwarted. 19 students, including Mitsuru and Shinobu, remain in Greenwood. However, things are definitely more quiet now. And then, one day, Kazuya's sister-in-law Sumire comes to visit. She hugs him and tells him she's missed him. Kazuya's feelings and hormones go wild: his nose spurts blood all over the floor and he runs off. When he comes back from the bathroom, Sumire is gone. Shinobu and Mitsuru now know about Kazuya's feelings for his brother's wife and are convinced she is the real cause of his ulcer. In September, Mitsuru tells Kazuhiro, who works in the medical room at Ryokuto High, about what has happened. Kazuhiro confronts his brother and warns him that it would be better if he didn't come home for a while. "Suits me fine!" Kazuya shouts.

December. The winter break is getting nearer and Kazuya plans to stay at Greenwood once more. But Shun quickly annihilates his plans: the dorm closes during the break, and all the students have to go home. A terrible prospect for Kazuya: he couldn't possibly face his brother and his lost love. Desperation sets in: Kazuya hatches the most outrageous plots to stay in the dorm, but can find no way out. Shun, who is worried about him, offers him a room at his place. But Kazuya, thinking back to the time when Sumire announced her marriage plans to him, decides the time has finally

come to face the truth. He will return home. At his brother's house, he is welcomed by Kazuhiro and Sumire with one of the best Christmas dinners of his life. Half crying and half smiling, he thinks: "Good thing I came back!"

January. "It's strange. I've only been away for ten days, yet it feels like it's been much longer. I have the feeling I have come back to the place where I belong. After all, here is... here is Greenwood!"



*This first episode was compiled from different stories from the original manga and covers almost all of Kazuya's first year at Greenwood. Even though the amount of characters, relationships and events may be a bit much to handle when you see it for the first time, the continuity of content is maintained throughout the episode. A good introduction to the Greenwood storyline.*

### 2. Nagisa Panic

(Release Date: 28-02-1992)

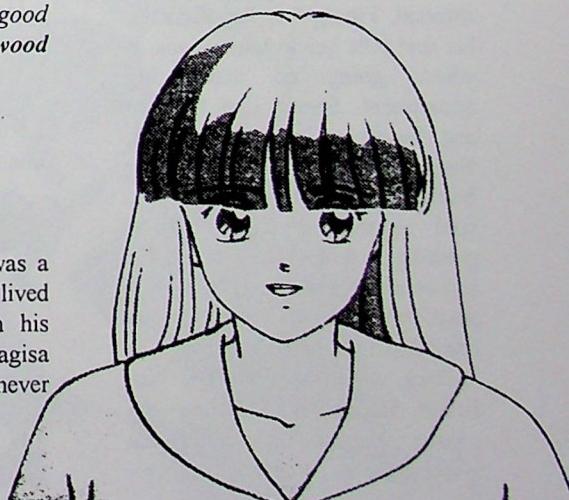
Once upon a time, there was a big, big house. In this house lived little Shinobu together with his older sister Nagisa. Now Nagisa was a wicked girl, and never stopped teasing her brother.

But little Shinobu used

his incredible cool and turned all her attacks against her. Nasty Nagisa grew up in frustration about the superiority of her younger brother.

Almost a decade later. After another useless attempt to humiliate Shinobu (described in vol.2 of the original **Greenwood** manga), Nagisa decides to have no more dealings with men. From now on she'll become a lesbian, much to the relief of her yakuza minions. She picks up a girl which just happens to pass by, and offers her "allowance" in return for certain services. The girl accepts, saying she wants 30,000 Yen up front. Back in her apartment Nagisa begins fondling her little companion and makes a shocking discovery. This girl is a guy, to be more precise: Shun's 13 year-old brother Reina. What a stroke of luck! A pawn for her revenge against Shinobu has walked right into her hands.

One of her men keeps Mitsuru busy on the phone, so Shinobu will be all alone in the room. Using a dart gun, Nagisa sends him a message, which brings Shinobu to a phone booth near a tobacco shop. Bad move. Not only does Shinobu refuse to play along with her, he has also seen the



sun's reflection on her gun and now knows where she lives. Shinobu calls Mitsuru and tells him to go to the 9th floor of the Flower Residence. In the mean time, Shinobu pulls a disappearing stunt, which keeps Nagisa glued to the window, wondering where he has gone off to.



Reina has been giving Nagisa's men a hard time. He has sent them off one by one in search of certain snacks to keep him quiet. Kazuya and Shun run into one of them at the local grocery. Shun, remembering the problems they had with the "deranged psychopathic sadist-masochist queen sister" last time, decides they should follow her. They end up together with Mitsuru in the Flower Residence, and quickly overpower the remaining guards.

Nagisa is going absolutely bananas. She's shooting darts in all directions to get Shinobu to respond. Finally her brother calls her and tells her to take a look at what's going on inside her apartment. Seeing that Mitsuru and the others have freed Reina, Nagisa decides to flee before her brother arrives at the scene. Too late! Shinobu is already there, pointing a gun at his sister. He shoots and Nagisa gets hit by... a small rubber ball. Total nervous breakdown for nasty Nagisa.

Back in Greenwood. The No-Brand Heroes are reading the reports Nagisa had a private investigator put together on them.

Kazuya complains that he is surrounded by people who come from abnormal families. But then Mitsuru begins reading Kazuya's report (well, actually it's an empty piece of paper: Mitsuru just makes up the content as he goes along), describing Suka-chan's hapless love-life. Kazuya protests, but Mitsuru throws the paper out of the window before he can grab it. "Normal" life has returned to Greenwood.

*This is definitely the most absurd of the six episodes. The character of the psychopathic Nagisa looks like something right out of Urusei Yatsura, and some of the jokes are very sarcastic (not to mention risqué). Watch out for the inside jokes: the guard calling Mitsuru claims he's a girl named "Yukie Nasu", and the park Nagisa orders Shinobu to go to is called "Hanayume" (refers to Hana to Yume, the magazine in which Here is Greenwood originally appeared).*

### 3. Koko wa Maoh no Mori (Here is Demon Lord's Wood)

(Release date: 27-11-1992)

Hear ye, hear ye, the tale of the fearless warrior Lemon Herb and his trusted aide Tino, in their battle against the evil Demon Lord Clorets. 'T is a gruesome tale indeed!



The time of the school festival is approaching at Ryokuto High. President Shinobu Tezuka discusses finances with the student council. 15% of the budget will be used as prize money for the student group which puts on the best show during the festival. A large part of this budget will come from bets on the outcome of the contest.

Shinobu discusses the matter with Mitsuru. If they can win first prize and earn a good profit from the bets, Greenwood will be able to organize a party that is worthy of the name "mother of a blow-out". One of the Greenwood natives, Tochizawa, has cinematographic interests. He has developed an idea for a movie which could be the dorm's best shot at winning the contest. Mitsuru is reluctant: he already has his hands full, and acting in a movie will be even more time-consuming. At the entrance of the door they encounter a young woman, who claims she has a job offer for them.



The woman is a manga artist who is planning to create a heroic fantasy story. Shinobu and Mitsuru fit the image of her protagonists perfectly, and she asks them if they could pose for her in appropriate costumes. Before the two "models" can say anything, Tochizawa pops up and makes a deal: Mitsuru and Shinobu will pose all Sunday

## Here is Greenwood

long, and in return Tochizawa can use the costumes for the movie.

One more important actor has to be found: someone to play the hero's squire. Kazuya is of course the obvious choice, but the prospect of being Mitsuru's servant isn't exactly appealing to the would-be actor. Tochizawa finally succeeds in convincing Kazuya by promising him that he'll get married to a "cute babe" in the movie. And the simple fact that Sumire will also play a small part in the film is all Kazuya needs to become suddenly overtly enthusiastic about his role. *Here is Demon Lord's Wood* is about to become reality. Roll'em!

"Long, long ago, in a kingdom far, far away. The newborn heir to the throne had been abducted by the diabolical Demon Lord Clorets. The saddened royal family called on the help of a brave hero by putting an add in ye local gazette. 'T was in response to this obsecration that appeared the homeless warrior Lemon Herb (a.k.a. Mitsuru). The good king promised him an abundance of treasure and the hand of his daughter, the fair princess Chelsea, in return for the immediate retrieval of the infant prince. Furthermore, the loyal squire Tino (a.k.a. Kazuya) was assigned as an aide to the noble warrior. The two men set out on their quest for Clorets's keep, in the middle of the vile Demon Lord's Wood."

Furusawa's girlfriend provides the film crew with boats for a scene on a lake, while a modelling expert creates the monsters for the movie. Mitsuru and Shinobu return from their Sunday as manga models. Shinobu has asked the artist to draw a promotional poster for the movie. But there's still no one to play the part of



princess Chelsea.

"- My master Herb, why doest thou pursue the Demon Lord? Could it be thou art allured by the beauty of the princess or by the king's cash?

-Nay, faithful Tino, Clorets is on old acquaintance of mine. His real name is Cool Mint. He was taken from our native village by a mighty warlock, and has now become a sorcerer himself. I want to kill him with my own hands."



SFX is another production problem in the making of the movie. Tochizawa calls on the talents of Greenwood's resident hackers, Aoki and Sakaguchi, who will supply the necessary computer graphics in return for 25% of the betting profits. But there's still no one to play Chelsea.

"Finally the courageous travellers entered the Demon Lord's castle and faced the monstrous Clorets (a.k.a. Shinobu). The wicked wizzard doth tempt his former comrade. Herb strode towards Clorets and embraced him. But 't was an embrace of death, for from his armour protruded sharp daggers, which slew the Demon Lord. Herb and Tino fled with the prince, while the castle crumbled to dust. The heroic Herb went his own way. He begged of Tino to ask the king to send the money to a certain address, but left the

princess to his (equally heroic) squire."

With just one more scene to shoot, Tochizawa is running out of time to find his Chelsea. But then he notices the dress Shun has rented for his class's show...

"And so the servant Tino returned to the kingdom with the young prince. He married the fair princess Chelsea (a.k.a. Shun) and they lived happily ever after... NOT!"

*Finally the other inhabitants of the dorm begin to play a more active part, and we get a good idea of what a "den of weirdoes" Greenwood actually is. The idea of making a movie or playing a theatre piece is actually quite popular in many Japanese series, offering the characters the chance to play an alternative role. The editing between the different scenes in this episode is a tribute to Gerry and Sylvia Anderson's sci-fi series Captain Scarlet and the Mysterons. Some have also claimed that the manga artist appearing in this story is actually an auto-caricature of Yukie Nasu. Ah, and don't forget to check out the incredible show of Shun's class, after the end credits!*

### 4. Mitsuru to Ghost - Ryokurin Ryô no Maboroshi (Mitsuru and the Ghost - The Phantom of Ryokurin Ryô)

(Release date: 18-12-1992)

The figure of a young girl floats above the city. She flies towards Greenwood, gets nearer and nearer and... with a scream

Mitsuru awakes from a nightmare.

The next day, after classes. The "fab four" return to Greenwood. At the gate Shun strokes a stray cat which hangs around the dorm and which he has christened Kone (from "neko"= cat). But as Mitsuru approaches, the cat begins to hiss for no apparent reason. Shinobu uses his "Terminator Vision" to determine what's wrong and concludes that Mitsuru has been possessed. The others don't believe a word of it and go in. But...

Evening, Kazuya is working on a paper for Classical Japanese, when all of a sudden the power fails. The Greenwoodians leave their rooms to see what's going on. And then, a scream from Mitsuru's room. The boys barge in and discover Mitsuru faced with an apparition of utmost horror. Just when Mitsuru is convinced he's going to become ghostfood, the vision of hell transforms into... a cute school girl. She presents herself as Misako, 16 years old. Misako died recently and now haunts Mitsuru. The reason why she does this is unclear, even to her: evidently Mitsuru must have done something to her which has made her hold a grudge against him, but neither of them can remember what. Oh, whatever! It's party time in Greenwood: a beautiful girl in a boys' dorm, that's cool! Of course Mitsuru is inconvenienced by the whole situation, but who's minding him anyway?

After a restless night Mitsuru tries to enjoy his breakfast, with Misako sitting in front of him. The dorm manager walks in, angry because she thinks the boys have smuggled a girl into the dorm again. She yells at Misako. When the little ghost begins to

cry, a cup cracks. Seeing this, the manager finally understands. "I've seen a lot of ghosts in this place, but I had yet to see one this lively."

On Mitsuru's request Misako remains invisible during classes. But when the hapless young man is relaxing in his bath, the girl reappears, much to his dismay. This time Mitsuru has had his fill.

against Misako's mischief any more. It's hell!

Misako begins wandering around the dorm, visiting the different inhabitants. One evening she visits the manager, and they watch television together. The manager asks Misako to confess the reason why she's haunting Mitsuru to her. Misako finally tells her tale: the junior high she

conversation, this is the final drop. This time neither Misako's crying nor the other residents' protestations can persuade him: the wretched ghost has to go, once and for all! Shinobu calms the situation down: for some time now Misako has been living together with Mitsuru as a couple. So she already has had her wish fulfilled. Misako says there's one last thing she wants: to kiss Mitsuru. Having no body herself, she has to possess someone with a strong psychic potential for this. Shinobu is the obvious choice, but he refuses. This part of Misako's dream won't come true. The saddened girl disappears.

Morning. Mitsuru takes a first breath of fresh air, when Kone walks up to him. He picks up the cat, and all of a sudden it touches his lips. Misako leaves Kone's body, whispering: "Thank you, Mitsuru..." Snow begins to fall.

The end? Well, almost... In the evening Misako reappears, and she has brought other ghost girls with her, all hungry for boyfriends. General state of panic and despair at Ryokurin Ryō!



Back in his room he shouts at Misako and tells her to get the hell out of there. Misako begins to cry, and it's as if Greenwood is ravaged by an earthquake. In panic, Mitsuru apologizes and asks her to stop crying.

The morning after. The students decide it's imperative that Mitsuru doesn't make his haunting ghost cry again, or the whole building will fall in ruins. From now on Mitsuru can't even protest

attended was for girls only. For years it has been her dream to have a handsome boyfriend. But she was killed by a truck before that dream could be fulfilled. Now, as a ghost, she has returned to earth to make her dream come true. In fact, there's no specific reason for her to haunt Mitsuru, it could just as well have been someone else.

For Mitsuru, who has been eavesdropping on the



*In this episode Mitsuru takes over as leading man, while Kazuya plays only a very small part. And it's actually funny to see Mitsuru lose control over the situation for once and become the butt of all the jokes. But underneath all that craziness lies a small human drama. (By the*

way, there's a publicity for a photo camera, featuring Mitsuru, just after this episode).

### 5. Kimi o Suki De Yokatta (I'm Glad To Have Fallen In Love With You) - Part 1 (Release date: 26-02-1993)

Kazuya is standing by the water, looking at some carp: "It clearly is koi (=a word which means either "carp" or "love")." The other three turn up, asking him what is the matter with him these days. Kazuya confesses that lately, he has been thinking a lot about Miya Igarashi.

Flashback to what happened a couple of days before, at Greenwood, in the evening. Kazuya and Shun are returning from the bathroom. Shun complains about the cold in the hallway and suggest that, now Suka-chan has been made dorm head, he'd do something about it. Suddenly they hear an argument going on outside. The dorm manager is restraining a girl from going inside. Kazuya is touched by a certain look he sees on the girl's face. Mitsuru cuts in and

says he will settle the matter with the girl, whose name is Miya Igarashi, outside. Kazuya follows them to find out what's going on. It appears that Miya is one of Mitsuru's kōhai (= a young student who is under the supervision of an older student, a sempai). For some days now, she's being targeted by a gang of female delinquents, and she has been looking for a place to hide. Mitsuru is reluctant to help her, but Kazuya immediately invites her in, saying that he will take full responsibility for her stay.

Inside Miya tells the complete story. There is an ongoing war between the gang from Suminohana Girls High, which Miya belongs to, and the one from Aisei. Some of the Suminohana girls have violated the territory of Aisei, and now Miya is taking the wrap for it. The Aisei girls have challenged her to a fight, but until now she hasn't been able to find the necessary backup. So she has gone into hiding. Mitsuru shouts that she's letting herself being used again, but promises he will see what he can do anyway.

While Miya is in the restroom, Mitsuru tells Kazuya that her mother works abroad most of the time, and that for a year she has

nearly always been living alone. The reason why she has decided to join a gang is uncertain to him, but he thinks it's because of her boyfriend. Kazuya concludes that her boyfriend must be a delinquent.

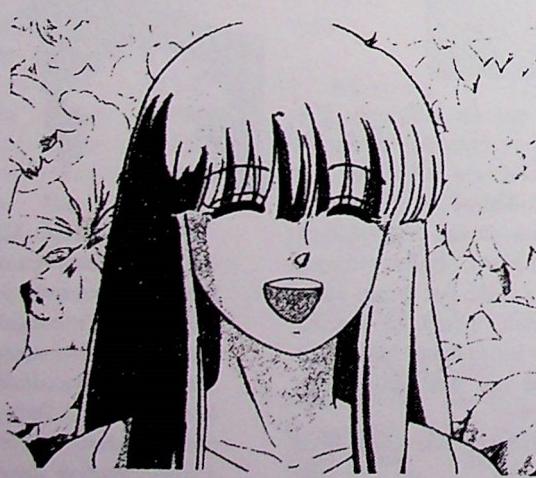
In the next room, Shun talks to Shinobu about the rumour that Mitsuru was once part of a gang too. He knows that Mitsuru is an adopted child, so it could be because of his family. Shinobu disagrees: Mitsuru was much happier with his adoptive family than most children are with their natural parents.

The following day Mitsuru agrees to meet Miya after classes. But when Kazuya returns to Greenwood, he finds that Mitsuru has been sick all afternoon. So Kazuya goes to meet Miya instead. When he makes it to the agreed restaurant, he once again sees THAT look on the girl's face.

Back in Greenwood, Mitsuru tells Miya that, despite his illness, he has gone to check on her house, and it isn't guarded. So Miya should be able to go home without risks.

But in the privacy of his room, Miya confesses to Kazuya that she's still afraid to go home, because there are ghosts there. Kazuya reassures her: old houses always make lots of noises. It's like that in Greenwood too, and they also have lots of real ghosts. He laughs: "If you're afraid of ghosts, you can't be a real delinquent!" Miya starts to cry, and Kazuya realizes that, each time she had that look, she was stopping herself from crying. He tells her that he will see her home.

On the way, Kazuya asks her about her boyfriend. Miya tells him that he's an intelligent and gentle man. From childhood on, her parents have asked him to take care of her. But Miya thinks she





doesn't deserve him because she's stupid and ugly. She became a delinquent so he would grow weary of her. "But you're..." Kazuya can't bring himself to say the word he wanted to say: "cute".

Suddenly one of the Aisei girls appears, threatening Miya. She tells her to meet them in two hours by the river, or else... Miya goes to the river, while Kazuya runs back to Greenwood for help. Mitsuru, still weak, leaves immediately to help the girl, while Shinobu goes to fax a mysterious letter in the game centre. Shun tells Kazuya they will have to make some calls.

The river. Mitsuru, in women's clothing, arrives to back Miya up, but they're still outnumbered, because the Aisei gang has also brought some men with them. And then a flare appears above the river. Shun and Kazuya have rounded up all of Greenwood's 200 residents and they're all willing to fight alongside Miya Igarashi. A Mercedes also arrives at the scene. It's Nagisa, with Shinobu's letter in her clutches, and looking pretty ticked off! The arrival of the infamous yakuza queen is just a bit more than the Aisei gang can take, and they flee in terror. No one will mess with Miya for a long time.

Curfew has passed, and the boys are trying to sneak back into Greenwood one by one. Tenma Koizumi, Miya's boyfriend, turns up. He has heard from a friend that Miya is staying in the dorm and has come to pick her up. Miya leaves with Tenma, but turns around once more and gives Kazuya the look. "I...I want to protect her", Kazuya thinks to himself.

*This is the first part of the story which forms the main intrigue of Here is Greenwood. For the first time we get to see Kazuya as a strong-willed character. Apart from introducing Miya Igarashi, this episode also offers us a look at the phenomenon of high school "gangs" in Japan.*

### 6. Kimi o Suki De Yokatta - Part 2

(Release date: 26-03-1993)

Miya Igarashi is standing outside Greenwood, hiding behind a tree. She watches Kazuya going out, but when he returns to pick up his forgotten wallet, she runs away. "Why am I running? Why did I come here in the first place? I just wanted to thank him, didn't I?"

Shun has spotted Miya running by and reports it to Mitsuru. Mitsuru wonders: "It can't be that Miya has come here for Hasukawa..."

On the school's sports terrain, Kazuya is running a few laps, still haunted by Miya's image. When he returns to Greenwood, Mitsuru invites him to come over to his place during the winter break.

It's the big New Year's clean up at the temple. The paper on the sliding doors has to be replaced, and the whole building cleaned. Kazuya meets up with Mitsuru's candid mother and his younger brother Masato (nicknamed Shô). It appears that Shô wasn't too happy with Mitsuru's decision to go live in a dorm. He still is afraid to lose his adopted brother, and insists that Mitsuru should stay to succeed to the priesthood of the temple, as the oldest son of the family. But Mitsuru's mother reassures him: "You should choose your own path in life, don't think about Shô or us."

Mitsuru and Kazuya are in the temple plot, sweeping the fallen leaves. Mitsuru tells his fellow student about how he was found by his adoptive parents in the yard, 18 years ago, on the very day Masato was born. His parents have treated the two children

without discrimination. In fact, Mitsuru's family are so honest with their emotions that he could never bring himself to become a delinquent, in spite of what the rumours say. Still he moved to Greenwood to get used to the idea of living alone. After all, it's a cold fact that he is a stranger in this house. "Strangers can never be as close as real brothers, can they, Hasukawa?"

In the evening, Mitsuru accompanies Kazuya to his brother's place. "Mitsuru, in answer to your question... I think the only thing which matters is love." "So, you're still thinking about Igarashi. Give it up, you can't compete with this Tenma guy."

And just at that moment they run into Miya and Tenma. On Tenma's insistence Miya thanks Mitsuru for his help. Then she turns to Kazuya and just says: "I'm sorry." The two Greenwood boys walk on to the station, when all of a sudden Kazuya's nose starts bleeding. "I can't take it any more. I feel like my head is going to explode." Mitsuru sighs: "And I promised myself I wouldn't get involved with things like this any more!"

Kazuya has a serious fever. He's staying in Kazuhiro's house. For the first time in a long while, the boy asks advice from his older brother: "What if Sumire were already in love with someone else when you met her? What would you have done?" Kazuhiro, quite adequately, answers that he would have gone for the girl, sparing the other guy no mercy. "The only thing you're afraid of is that you're going to end up as the bad guy in this." He hands over a scrap of paper with Miya's telephone number on it to Kazuya. "A present from a meddler we both know."

Kazuya tries the number. Miya picks up the phone on the other end of the line, but when Kazuya tells his name, she says "Sorry!" again and hangs up.

Later, in a pub, Kazuhiro discusses the situation with Mitsuru, Shinobu and Shun. Kazuya has been sick all January and is just now recovering. He tried to call Miya several times, but each time she hung up on him. Mitsuru concludes: "Hasukawa won't give up. This time it's different from with Sumire: the battle isn't decided yet."



Indeed it is not. When Kazuya finally returns to Greenwood, he asks Mitsuru for Miya's address, planning to go and see her personally. Shinobu suggests that it might be more convenient for them to meet at the gate of her school.

The next few days Kazuya, spied on by Shun and Mitsuru, waits patiently at the school gate, but Miya never shows up. Finally, a couple of Miya's classmates tell

them that Miya has broken her arm and has been hospitalized. Kazuya and his chaperones head for the hospital, but too late: Miya has returned home in the morning.

Change of plans: Kazuya writes Miya a letter, asking her to meet with him at the gate. However, it isn't Miya who shows up, but Tenma. He has snatched the letter before Miya could read it and wants to have a firm discussion with Kazuya. Kazuya's attempts will get Miya in trouble: the girls' school forbids social contact between boys and girls, unless there is written consent by the parents. And Tenma is the one chosen by Miya's mother to take care of her. Miya comes out and leaves with Tenma. When Kazuya calls to her, she runs away. "Why are you running, Igarashi?"

"Am I running? What am I running from? From him? No, something else. I've been such a coward." "Don't worry, Miya. I'll always be here for you. Our parents want us to be together. And I want to stay by your side." "But I... I love him." While a train roars by, Miya and Tenma start arguing.

The next day, rain. The classes are over, the Ryokuto boys are getting ready to go home. Suddenly one of the gang shouts: there's a girl waiting by the gate. It's Miya, an umbrella in her hand, standing in the pouring rain. Kazuya runs out to meet her. "Today the teacher scolded me. Yesterday I fought with Tenma, and my mother hasn't spoken a word to me since. But I really wanted to meet you. I want to become a better person." "It's alright, I'll stand by you!" The couple, facing an uncertain future, embrace, while all of Greenwood is gathering around them, like a forest of umbrellas. It is the beginning of second love.

## Here is Greenwood

Here it is: the definite *Here is Greenwood* episode! Apart from being a story about love, it is also a story about family relationships. The very open mentality of Mitsuru's family ("Every one is the same here." "You should choose your own path in life.") is strongly contrasted with the social pressure Miya endures in her family. It is also interesting that, seen in a certain light, Kazuya IS the bad guy in this relationship: he is the one who breaks Miya and Tenma up and gets the girl in trouble with her mother and her teachers. In the end, this episode is a story about the contrast between natural love and social rules.

Is it a story with a happy end? Not quite. After all, the future remains a question-mark. The

only insurance Kazuya has to offer to Miya is "I'll stand by you". But as we've seen before, Kazuya's support may not be enough to see them through all

problems. It is possible that there is even more trouble ahead than they've already been through.

STEVEN SMET

### STAFF

|  |                    |
|--|--------------------|
| Original author.....                       | Yukie Nasu         |
| Screenplay / Storyboard / Director.....    | Tomomi Mochizuki   |
| Character Design / Animation Director..... | Masako Goto        |
| Art Establishment / Art Director.....      | Shichiro Kobayashi |
| Director of Photography.....               | Masahide Okino     |
| Sound Director.....                        | Yasunori Honda     |
| Music Director.....                        | Yuuko Sakurai      |
| Music by.....                              | Shigeru Nagada     |

### CAST

|                        |                  |
|------------------------|------------------|
| Kazuya Hasukawa.....   | Nozomu Sasaki    |
| Mitsuru Ikeda.....     | Mitsuo Iwata     |
| Shinobu Tezuka.....    | Seki Toshihiko   |
| Shun Kisaragi.....     | Chika Sakamoto   |
| Kazuhiro Hasukawa..... | Kazuhiro Inoue   |
| Sumire Hasukawa.....   | Sumi Shimamoto   |
| Miya Igarashi.....     | Chieko Honda     |
| Tenma Koizumi.....     | Kappei Yamaguchi |
| Nagisa Tezuka.....     | Hiromi Tsuru     |

## Anime and Manga in Belgium

### Anime and Manga in Belgium - Report.

As most of you know, Belgium is quite a small country. This means that we have the choice between many different foreign tv-channels. To name but a few : TF1, France 2, France 3 (all from France), RTL (Luxemburg), Ndl 1-3 (Holland), ARD, ZDF (Germany), BBC 1-2 (U.K.), CNN, NBC Super Channel (USA), ... It's very important to bear this in mind, as it plays a major element in the evolution of manga and anime in Belgium.

I think one can easily assume that everything really started way back in 1980, when Antenne 2 (the former name of France 2) first broadcasted *Goldorak*<sup>1</sup>. This series was truly incredibly successful in France as

well as in Belgium (*Goldorak* even made the cover of the renowned French magazine *Paris Match*) and was the start of what I'd call the *first wave*. Indeed, taking in consideration how popular *Goldorak* was, French tv-stations started programming more and more anime-series, like *Cobra*, *Captain Harlock*, *Candy Candy*, *Remi, The Battle of the Planets*, ... Soon afterwards other countries started broadcasting some anime series as well, although in much more limited quantities. *Remi* and *Candy Candy* must have been the most broadcasted series (as they were shown in Germany, Holland and Luxemburg). Unnecessary to say that all the Belgian youngsters were hooked, causing many kids to be glued to their tv-screen all

afternoon. Nevertheless, this phenomenon was still limited to tv-series : no fanzines were created, no manga were translated, almost no merchandise was released (except for some French goodies which were more often than not baaaaaad stuff). Maybe the most tangible result of this wave was the creation of the excellent French-Japanese series *Ulysses 31*, (once again a sci fi-series) which would be shown on FR3 for many, many years.

And then everything became quiet.

Suspense ...

The years 1984-1987 were dark times for anime-fans in Belgium, as almost all tv-stations had stopped airing anime-series and had started to show American or

European cartoons, of which *The Smurfs* definitely was the most successful<sup>3</sup>(<sup>3</sup>).

But then came *the second wave* and definitely on top of that was *Saint Seiya*, aired on TF1<sup>4</sup>. Interest in anime roared once again and the Belgian and French youth was hooked. Many other series followed this success, like *City Hunter*, *Dragon Ball*, *Maison Ikkoku*, *Kimen Gumi*, *Samurai Troopers*, *Hokuto No Ken*, ... the list is endless. The major difference with the previous wave was that this time fans wanted more than just the tv-series. And they got what they wanted : magazines were created (*Animeland*, *Mangazone*, ...), shops were opened or 'discovered' (many Japanese shops had been carrying manga for years already for the Japanese inhabitants, but were not invaded by gaijin manga-fans), clubs were formed, ... in other words : a real fan-scene was created. Belgian fans had to use these French possibilities, as there still was no sign of any organised Belgian fan club or shop. Belgian tv still showed almost no anime, with the exception of old series like *The Mysterious Cities of Gold* or *Sherlock Holmes*. It's no wonder that a magazine like *Animeland* had many Belgian subscriptions or that French shops had many Belgian customers.



From 1990 on the second wave calmed down, but never really died. There were now a great many fans and despite all the bad treatment anime received on French television and despite all the cuts made by the CSA<sup>5</sup>, the popularity of anime and manga had reached a stable level, which it hasn't abandoned since.

Nowadays Belgian fans don't have to go to France or any other country anymore as they can buy all they want over here. There still are almost no Belgian manga-products though : products bought by Belgian fans are imported. Some import is French (like the manga-translations made by Glénat or the tapes produced by KAZE animation), a big part of the import is American (VIZ comics, Dark Horse comics, ...), but the biggest import still originates from England (especially tapes from Manga Video, Western Connection, Crusade Video, ...). More and more fans buy original Japanese stuff and most comic-stories start to carry those products (mostly manga, but also C.D.'s, small toys, Model Kits, tapes, Laser-Discs, ...)

The very latest development is the introduction of Dutch translations of the Manga Video tapes under the Polygram label. These tapes are distributed to all big video-stores as well and are opening the manga-market to a wider audience than ever.

In the field of manga, there have actually been only two Dutch translations ever. The first one was a nowadays very hard-to-find comic-size translation of *Candy Candy*. The other one appeared in an old issue of the Dutch comic-magazine *Stripschrift* (N° 124 to be precise) and it featured the *Red*

*Flowers*-story from Yoshiharu Tsuge (originally published in a 1967 Garo-issue). It's a very subtle story about a girl which reaches her puberty. It's a must !

Rumours are circulating that a new publisher will start editing manga in Dutch soon. We'll keep you informed !

Last but not least the Belgian fan clubs have to be mentioned. Many have been operating on a very (and I do mean VERY) local level for years now, but some of them are getting bigger lately (you are holding the product of one of them in your hands right now ...) and even some conventions have been organised, some with particular interest to anime (like F.A.C.T.S), others as part of a bigger entity (like le Festival du Dessin Animé, Internationaal Filmgebeuren, ...).

In other words : we may have been late, but we're definitely catching up !

**Emmanuel Van Melkebeke.**

(C) Yoshiharu Tsuge

### Notes :

1 Original name : *UFO Robot Grandizer*.

2 Note how many series were space-fictions, clearly inspired on the *Goldorak*-example.

3 I remember being able to see it on more than 6 different tv-stations in one week.

4 See JAMM! n° 2+3 for more info about this series.

5 We'll discuss the mutilation of anime on French television in a later issue of JAMM!.

## **FACTS III - report**

The principal aim of the **FACTS**<sup>1</sup> convention is to give people with slightly out-of-this-world hobbies a chance to find things related to their favourite pass-time, to talk with other fans and just to have a great time. Covered areas of fandom are things like American comics, science fiction, fantasy, (cult-)movies and of course manga and anime ! All of them are passions which enjoy a rapidly growing audience, but which are -for the moment- still too small to justify a convention of their own.

The third edition of **FACTS** took place on the 23rd of October 1994 and I can assure you that it was much, much bigger than **FACTS II**. Judge for yourself: total exhibition space grew from 280 to 750 square meters, the number of dealers increased from 8 to 28 and the crowd of visitors exploded from 160 to a total of 600 persons (I must admit it's kind of difficult to write a really objective article when you co-organize something ...).

The manga- and animefans surely had no right to complain as not only many of the dealer-tables featured their favourite goodies (ranging from SD **Dragon Ball Z** figures to rare anime-LD's, over

some beautifully sculpted **Appleseed** model kits), but there also were three anime-projections on large screen, namely **Vampire Princess Miyu**, **Oh! My Goddess** and **Lum the Forever**, none of them ever having been projected in Belgium before. All were attended heavily, despite some minor technical problems (that's what happens when the operator forgets to bring the remote control with him and that remote is the only thing that can make the subtitles appear ...). But hey : nobody's perfect !

There was a great atmosphere, as it seemed that many fans discovered, to their own surprise, that they were not the only manga- and animefan in Belgium (bear in mind that the Belgian

fanclub-scene has only recently started to develop), so I guess that many contacts have been made. Almost everybody I spoke to told me he was (very) satisfied with his/her visit<sup>2</sup> - despite a suddenly empty wallet - and promised he (or she) would surely be part of the next edition.

And speaking of next edition : **FACTS IV** will take place on Sunday the 1st of October 1995 from 10.00 to 17.00 h in Centrum Ten Berg, Halve Maanstraat 94, 9040 St-Amantsberg (Gent). It will feature dealers from different countries, anime and cult-movie large screen projections (in a specially designed room this time), special guest stars and much, much more. If you're only going to one convention this year ... you really should go out more often !

**Emmanuel Van Melkebeke.**

<sup>1</sup> **FACTS** stands for Fantasy, Anime, Comics, Toys, Space.

<sup>2</sup> Do you think that having a laser-gun pointed at you would encourage you to lie?

P.S. For more info, you can write to : Emmanuel Van Melkebeke, **FACTS IV**, Parkplein 5, B-9000 Gent, Belgium.



# Cream Lemon

*an almost complete overview.*

When I started writing this article, my plan was to give a complete episode guide to all Cream Lemon stories. Oh, the naiveté of youth! The truth is, nobody knows exactly how many episodes there are. Okay, there are 26 parts in all for the regular OAV series, but apart from these, Fairy Dust has released a heap of "specials", some of which under the label Cream Lemon, others not. So finally I decided to include those Fairy Dust specials I encountered which had the specific Cream Lemon label on them. Some may argue that to include Lemon Angels and The Dark but to exclude So Ka Moshinnai and Impression of Europe is arbitrary, but a choice has to be made. Bear with me.

A second remark before I begin. I've decided to try out the "marks"-system, which many movie critics seem to favour, for this article. Simply put, it comes down to this:

⊗ = complete crap

\* = poor

\*\* = average

\*\*\* = good

\*\*\*\* = excellent (party time!)

Of course, all these marks are highly subjective, as they should be. Make up your own mind.

## I. CREAM LEMON - FIRST SERIES (1984-1986)

The first episode of Cream Lemon was released in August 1984, now over 10 years ago (happy birthday to you, happy bi... oh, forget it!). It was one of



the earliest porn anime ever produced, following only six months after *Yuki no kurenai kesho / Shojo barakei*, the first episode in the *Lolita-series*. Cream Lemon was an integral part of the so-called "lolikon boom" in the early eighties. Lolikon, short for *Lolita Complex*,

is the term used to describe the preference in Japanese popular culture for the portrayal of young girls (and boys) in sexual situations. The increase of childlike character designs in anime and manga in the eighties further boosted this phenomenon, which began as a

social reaction to feminism. The very name Cream Lemon is linked with lolikon. The lemon is the Japanese symbol for the first sexual experience: as a fruit it is supposed to be sweet, yet once you've taken a bite, the sourness becomes all too clear. And the cream? Well, it's like Prince said: "Cream, get on top."

But don't get on your high horses over supposed kiddie-porn yet. Lolikon is a socially acceptable exorcism of fantasies, which should never be taken for real life. The crime rate in Japan is one of the lowest in the entire world. As one reporter once said it: "It's the girls in the manga who keep the girls on the street safe."

Before you read on, you might re-read the article on Japanese censorship in JAMM! #1, which might provide you with useful background information for this series.

## 1. Be My Baby

\*\*\*

Ami lives together with her mother and her older brother Hiroshi. When mother leaves for a few days on a business trip, Ami and Hiroshi have the house to themselves. It quickly becomes clear that the two feel more attracted to each other than a sister and a brother usually do. The artwork and animation in this first *Cream Lemon* episode are still primitive, but the technical flaws are balanced by the choice of a rather offbeat theme and good characterization. The way in which the story is gradually built up, instead of switching immediately to the erotic scenes, also deserves credit. The ending is just as sudden as it is ominous.

## 2. Escalation - Konya wa Hardcore ( Escalation - Hardcore Tonight)

\*\*

After an unfortunate affair Rie is sent to a strict Catholic school for girls by her parents. She meets up with her roommate Mari, and with a strange, gloomy girl from her class, called Midori. But the one Rie feels a definite affection for, is Naomi, a chief of class from



the last year. Then Naomi asks Rie to become her roommate. Rie gladly accepts, but she doesn't know yet that Midori was invited as well. *Escalation* isn't really bad, but characters, theme and setting are simply too typical, so the episode seriously lacks in originality. It's just run-of-the-mill bondage stuff. One of the better known episodes of the series.

## 3. Chōjigen Densetsu Rall (Super-dimensional Legend Rall)

\*\*

Another world, a distant time. Most of the land is overrun by the troops of Ramo Ru, a demon lord who has abducted the fair princess. But help is on the way in the shape of a fierce warrior maiden, wielding the legendary Nibasu Sword. Well ... at least,

that's the general idea, except that the maiden in question is a ditzy girl with a flying pet as sidekick. Cute parody of the clichés of fantasy, with better art and animation than in the previous episodes. For some reason, this is the only episode in which there is no censorship at all.

## 4. Pop Chaser

\*\*\*\*

The story of a lonesome bike-riding cowgirl, a "sailor suit" hostess and a gang of mechanized desperados. Designed and directed by Yuji Motoyama (alias Yuji Moriyama), this episode could be seen as an "ancestor" to *Project A-ko*, which was produced one year later, in '86. The two female protagonists of *Pop Chaser*, Lio and Mai, are both physically and psychologically comparable to A-ko and C-ko, and the two titles also have the same whacky humour and destructive action sequences in common. It is possible that Moriyama was working on both titles at the same time, and that both sets of characters were created in the same atmosphere. But it is also possible that he started working on *Project A-ko* only after finishing *Pop Chaser*, and just changed his designs a bit. If this is the case, then *Pop Chaser* has played its small part in the history of anime. Some sort of "link" between *Cream Lemon* and *Project A-ko* seems to have continued to exist throughout the following instalments of both titles. The barman from *Pop Chaser* makes a cameo appearance in the original *Project A-ko*, and Kei from *Project A-ko 3* and *4* claims that Ami's Journey is his favourite movie. Also, in *Ami 3*, Ami and Hiroshi meet in a pub called "A-ko". Anyway, if you like hilarious non-stop slapstick, a crazy punchline and "kawaii" characters à

la Ranma 1/2, you'll be rolling over the floor over this one.

## 5. Ami Again

\*\*\*1/2



The follow-up to **Be My Baby**. Hiroshi has been sent away to London by his mother to put an end to the affair. Ami's friends try to cheer her up by taking her to a disco, where she meets a young man called Kondo. This Kondo takes her home and, being drunk, she tells him more than she should have. An episode with more than usual attention to the characters' psychology. The plot from **Be My Baby** thickens, and for the first time we see Ami making an independent choice, and bearing the consequences of it. Also includes a beautiful end sequence.

## 6. Escalation 2 - Kindan no Sonata (Escalation 2 - Forbidden Sonata)

\*\*

This episode is set one year after the first **Escalation**. Naomi has graduated, and Rie is gradually becoming the school's idol because of her piano playing. She spends more time with her former roommate Mari. One day, Rie and Midori are invited to Naomi's mansion, where they find a tied up

Mari. A sequel which is not much different from the original, but with more of a "play-acting" element, and with better art.

## 7. Ikenai Mako-chan /Mako: Sexy Symphony ("Don't do it!" Mako: Sexy Symphony )

\*\*\*\*

Mako is a 16-year old girl who shudders at the very word "sex". Wearing a mini-skirt is torture for her, going to the swimming pool is like a trip to hell and the thought of being kissed sends shivers down her spine. She even goes as far as to repel a boy, Yu, who really loves her.

But then the feelings she has repressed since her childhood strike back at her in the form of a



mysterious, enchanting girl. This episode has truly beautiful art, as it should have, since it was designed and directed by Toshihiro Hirano (**Iczer-One**, **Vampire Princess Miyu**). Storywise, it is one of the only episodes which problematizes the subject of sex itself, in a way that is both funny and serious, both refreshing and provocative.

## 8. Super Virgin

\*

A local school is ruled by the Super Virgin Group, a gang of psychic girls who suppress any male lecherousness with their powers. But then one of the girls from the Group, Mako (must have been a bargain sale on that name), falls in love with one of these "evil" boys. Dull and uninteresting variation on the worn out **Romeo and Juliet** theme. The only thing which saves it from the bin are the original character designs.

## 9. Happening Summer

\*\*1/2

It's the beginning of the summer vacation. Ruki is talking with a friend about what they will do this summer. Her friend says this might be an occasion to look for some nice boys. Actually there is already a boy who's in love with Ruki: the clumsy and rather ill-mannered Koji. But Ruki's feelings are more for her older sister Keiko's lover Akira. A gentle story about first love, by Cream Lemon's most important female artist, Ayako Mibashi.

## 10. Star Trap

\*\*\*

To boldly go where no woman has gone before... Meet Kanata and Lan, the fearless crew of the U.S.S. Mischief. Kanata has the ability to change in whatever shape she desires, while Lan has superhuman strength. Their mission: to investigate the mysterious disappearance of several ships in the vicinity of a planet which seems to possess a life of its own. An amusing science fiction parody, which mixes elements from **Star Trek**, **The Dirty Pair**, **Godzilla**, **Radon**, **The War of the**

Worlds and others. Half the fun is in spotting the references.

## 11. Kuro Neko Kan (Black Cat Manor) \*\*\*1/2

November 1941. Masaki Murakami, a student of Tokyo University, seeks to escape the troubles of war and travels to the mountains. He finds boarding in Kuro Neko Kan (the Black Cat Manor), a country house which is only inhabited by three persons: the widow Saiko, her daughter Arisa and their maid Aia. Saiko starts an affair with Masaki, while Arisa is the attentive spectator. But even weirder things are happening in the old mansion. This is definitely one of the classier offerings of the series, with a lot of attention to the settings and the music (all in the spirit of the era). There's an uneasy feeling in the air throughout the episode, as if something awful could happen at any moment. The ending is strange, to say the least.

## 12. Mako-chan Mako: Sexy Summer 2 \*\*\*\*

Rather than a sequel, the second *Mako* is a direct continuation of the first one. After her strange experience, Mako has changed her attitude. She now seems more confident and has lost her virginity. But there's still something she mainly keeps about her. At night she gives into her feelings by masturbating, but during the daytime she shudders at each of Yu's touches. Finally the mysterious girl appears before her and tells her that Mako's sexuality has been thrown out of balance: two opposite entities, Free and Repress, are fighting for her body and soul. *Mako 2* has the same qualities as the first one, and the theme is

further nuanced. It calls for a balance between body and mind, between lust and human kindness. If you only want to see one part of the series, I recommend one of the two *Makos*.

herself is a super-deformed version of the "babes-in-battlesuits" (eg. *Bubblegum Crisis*). Funny stuff!

## 15. Chōjigen Densetsu Rall 2 ②

Completely pointless and boring sequel to the first *Rall*. The demon king Ramo Ru returns and now tries to take over the minds of the kingdom's inhabitants one by one. And this just goes on and on and... The character designs by Nekoda Nyan (lit. "I'm a cat, meow") are nice, but can't save this story (?) from being a drag. *Rall* has become what it tried to parody in the first place: a stereotypical heroic fantasy anime.

## 16. Escalation 3 - Tenshi-tachi no Epilogue (Escalation 3 - Angels' Epilogue) \*\*\*

The same thing about *Escalation*: that each episode on its own holds little interest, but put the three together and a gradual development of story and characters becomes clear. Rie, who was just an innocent plaything for Naomi in the first episode, already got in on the game during the second one, and now finds herself in the dominating position. Another year has passed. Rie, Mari and Midori prepare to leave the school. Rie is invited to Naomi's mansion one last time, to find that this time her "elder sister" has also invited Arisa, Rie's little protégée. The roles are reversed as Rie initiates Arisa, just like Naomi initiated her two years ago. The three *Escalations* form a tale of decadent education and continuing obsession, from one generation to the next. The art in this final part is also far better than in the previous episodes, with vivid character designs.

### II. NEW CREAM LEMON (1987-1988)

The most remarkable thing about this second Cream Lemon series is the overall more mature look (with the obvious exception of *Yume Iro Bunny*). It seems that by this time lolikon was past its high days, and the public was looking for a more adult approach. Also, there is an increased attention for the supernatural, be it magic or horror. Thirdly, the music in the new series is far more diverse and delicate than in the first, especially in episodes like *Etude* and *Maningyo*.

#### 1. Tô Moriyama Special 1: Venus for 5 Hours      \*\*1/2

Tô Moriyama (real name: Naoki Yamamoto) is one of the



most important artists in the field of adult manga to emerge during the '80s. He is also one of the most important members of a committee

which fights against censorship. Moriyama often bases his stories on shocking anecdotes from the newspaper (*So Ka Moshinnai* is an extreme example of this practice). For the opening episode of the second *Cream Lemon* series he created Shimeji Aoi and Yachio, two girls with great affection for each other. The story revolves around a female art teacher, who has discovered that Shimeji once starred in an X-rated video because of lack of money. She promises the girl that she won't tell anyone, if Shimeji agrees to pose for the class. And from there on things start to escalate. The predictable story is made enjoyable by sharp satire, bordering on cynicism. Unfortunately this episode has some serious technical flaws (I know, I'm a nitpicker).



#### 2. White Shadow      \*\*\*

Two boys strive for the heart of Mami, the star of the rhythmic gymnastics class. One of them, Shota, gives her an antique

locket. The locket opens the door to another world, and the real Mami is replaced by a vampirizing female demon. She seduces and murders Shota, and then goes after the second one, Ichiro. But Mami is still trying to return. A standard horror story (you could almost say it's the female answer to *Urotsuki Doji*), but the atmosphere is reasonably dark and threatening, and the art and animation are among the best in the entire series.

### 3. Maningyo (Evil Doll) \*\*\*\*

It's the Christmas period. One evening a young man called Hiromu meets a strange looking girl standing in the snow. He gives her his shawl against the cold, and then she disappears. Next day she lures him to a mysterious room, where he is greeted by a solemn woman. The girl says that she will now repay him for his kindness. Hiromu's sister is worried about his continued disappearances during the night, and finds that the descriptions he has given about the girl are very reminiscent of Shoko, a girl who was in the same class as her when she was younger. One night, she follows Hiromu, only to see him disappear before her eyes, never to return. Hiromu is wakened by the lady. She tells him she is a supernatural being, who has roamed throughout the world in different bodies for countless centuries. When Hiromu gets up, he finds that his body is transformed into a woman's and that his mind is now controlled by the dark lady. The third story by Ayako Mibashi, realized with the help of Tomoko Saraneko. This episode truly is a little masterpiece, and a far cry from the usual lightheartedness of the lolikon-genre. The feel of the story is more comparable to something from *Weird Tales* or

The Twilight Zone than to an erotic tale. There's something magical, but also profoundly disturbing and haunting to this modern fairy tale, and you won't be able to shake it off so easily.

### 4. Etude - Yukino Kodô (Etude - Snow's Heartbeat) \*\*

Yurika is the daughter of a rich family, and she is a master at piano playing. She's in love with Ryo, a young bike rider who spends most of his free time in a jazz band. Yurika's father is not too happy about the affair, and when the girl starts to suffer from health troubles, he convinces Ryo that his presence is too upsetting for the girl. Classic tale of thwarted love, with delicate storytelling and a beautiful music score.

### 5. Yume Iro Bunny (The Dream-coloured Bunny) \*\*\*

A little bunny girl is interrupted in her play by a lecherous wolf boy. But just when things seem at a loss, a gun shot resounds and... A few days later. Takumi, the town's local Ataru Moroboshi, checks out the girls hanging around the pet shop. The shopkeeper scorns him for chasing away the customers and forces him to buy one of the pets. You've guessed it: Takumi winds up with the bunny, which he calls Milk because she has white ears. Milk follows Takumi around in his amorous mishaps, and learns a few things of her own. Yes! It's the ultimate bunny girl episode! Yume

Iro Bunny is deliciously hyper-cute and absurdly funny (Takumi with three legs, or the idiotic



police siege). The character designs are done in a lively super-deformed style. Watch out for guest appearances by Mami from *White Shadow*, Godzilla, a Transformer, Wile E. Coyote and the Roadrunner.

### 6. Summer Wind \*\*\*1/2

June. Boy meets girl by the beachside. For Yo it's his first vacation since his girlfriend died, almost a year ago. A girl called Mina walks up to him and they

swim together. They decide to spend their holiday together and move into a motel that same evening. But there is something odd about Mina. She keeps disappearing and reappearing at the most unforeseen moments, offering no explanation for her absence. Is it really a coincidence that she met up with Yo?

A story which begins in a sunny and lively atmosphere and gets increasingly melancholic by the end. Good storytelling and convincing characters. The artwork is strange at first, but refreshing. There is also a certain playfulness and delicacy to the erotic scenes which set this episode apart from the others.

#### **7. Futari no Heartbreak Life (Two People's Heartbreak Life) \*\*\***

What to do when you're in love with an older boy, but he has his heart set on an idol singer of his own age? That's the problem little Ruri is facing. But here comes the solution in the form of a little blue fox (remember, foxes are considered magical and mischievous spirits in Japanese folklore), who offers to grant her a wish. Now Ruri can change into the adored singer whenever she wants to, and she decides to go after the love of her life.

This episode is a parody of the "magical girl" genre, and more particularly of *Creamy Mami*. It includes all the usual elements: the little girl who can become an adult through magic, the element of the idol singer, the cute and furry sidekick and the stupid adversary.

Also noteworthy for the opening, which is the best imitation of the MGM lion since *Tom & Jerry*.

#### **8. Etude 2 - Sôshun Concerto (Etude 2 - Early Spring Concerto) \*\***

A new school term has begun. Yurika's father has gone abroad for business. The girl is feeling a bit down since she broke up with Ryo and tries to amuse herself in the school's music club. When a boy she knew as a child, Ma-kun, comes to visit, Yurika's mother plays matchmaker and Ma-kun is invited along on the music club's summer trip. In the mean time Ryo has started an affair with Keiko, the singer from his jazz band. Good, but unsurprising follow-up to the first Etude.

#### **9. Tô Moriyama Special 2 \*\*1/2**

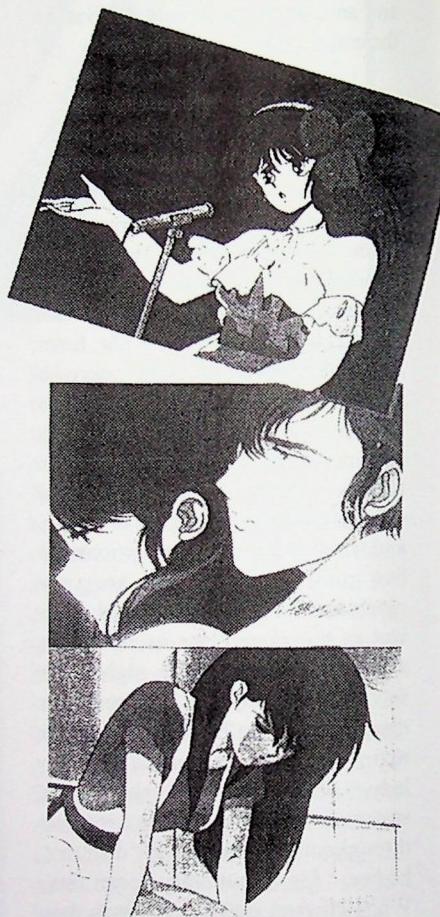
Shimeji and Yachio decide to help out Asuka, a girl from their school who is sexually blackmailed with a pile of compromising photographs. The girls succeed in stealing the negatives, but Shimeji and Yachio plan to use one of them to their own advantage. Follow-up to *Venus for 5 Hours* which is completely along the same lines, but has even more tongue-in-cheek satire to it. It also has better animation than the first Special.

#### **10. Part Zero \*1/2**

The last episode of the regular *Cream Lemon*-series simply consists of the sex scenes from *Be My Baby* and *Escalation 1*, now with less censorship than in the first editions. Although I can see what the point of this is, I can't help but feel that it would have been simpler to re-release the original episodes with reduced censorship.

### **III. AMI - SORE KARA (1989) \*\*\*\***

**Ami - Sore Kara (Ami - From Then On)** is a special 4-part miniseries. Each episode is about 40 minutes, so the entire series lasts over 2 1/2 hours, the longest *Cream Lemon* story ever produced. And it doesn't even get tedious!



The series begins three years after *Ami 3*. Ami is now working as a singer with a small independent record label. But due to financial difficulties they are forced to sell out to a larger company. And the junior manager of this company is none other than Kondo. Not to worry though, because Kondo has

put his college days mischievousness behind him and has now become a serious-minded gentleman (well, not counting a short affair with his secretary;



nobody's perfect). As far as he's concerned, their relationship will be entirely professional. A short while later Hiroshi finally returns to Japan, together with an English fiancée, Jacqueline Smith. His mother welcomes him, but warns him to stay away from his sister. And for some time Hiroshi does so, until Ami picks up the phone at the

wrong moment. When the young woman hears the complete story, she's at a loss. And searching for comfort, she turns to Kondo once more. At first things seem to have turned out alright. But slowly the strong-willed Kondo begins to take over control over Ami's life and career. On the other hand, Hiroshi just can't get his mind off Ami.

The artwork and animation of *Sore Kara* is of about the highest quality in the entire series. The art is brisk, the colours vivid, and the character designs are expressive (I wonder if one of the animators has worked on *City Hunter*, because this Kondo looks a lot like Ryo Saeba). The only weak point is that the designs have been changed so drastically in the last episode that it doesn't quite fit with the others.

The story may be fairly straightforward, but this is more than made up by character development. What is especially remarkable is the very independent role given to Ami. One could say that in a certain sense this miniseries marks the "death" of lolikon. All characters are over 20, there are no longer any innocent little girls. Ami grows more and more determined throughout this series. Her determination escalates in the final scene, where she does exactly the opposite of what everyone would expect of her. This also shines through in the erotic scenes: it is always she who takes the first step, even with Kondo. The scene with the "first-timer" at the end of episode one is indicative of this trend. Not only the main, but also the secondary characters are very well played out against each other. The scene where Kyoko is just blabbing on, while Ami sits there almost crying, is a sheer tragicomical delight. A more than fitting ending to the Ami-stories.

## IV. SPECIALS

### The Dark

\*1/2

A man and a young priest end up in a castle in the midst of a dark forest. The lady of the castle welcomes them in, but during the night she seduces and kills the clergyman. When the witch goes after the man too, the chambermaid comes to his help. But is she really his salvation? Apart from *Ami - Sore Kara*, this is the longest *Cream Lemon* story (50 minutes), and perhaps it's just too long. An unsurprising horror story, in which the smartest visual trick is the changing painting.

### Ami Image

There's no story at all in this episode, it's just a jumble of loose scenes and images, which show what has happened in the period between *Ami 3* and *Ami - Sore Kara*, set to music. It shows how Ami got into showbusiness. There is some nice artwork, but overall it is pretty dull and pointless. Well, at least it's an episode you can show to your little brother or sister, because it has no sex or nudity whatsoever.

### Ami's Journey

\*\*



Another episode that is set between Ami 3 and Ami - Sore Kara. A trip to London is a chance for Ami to meet up with you-know-who. Not bad, but by this time you'll have about your fill of Ami-stories.

### Ami Grafitti

A 40-minute compilation video with fragments from all Ami-



stories. For those who don't have enough finances to buy the original videos.

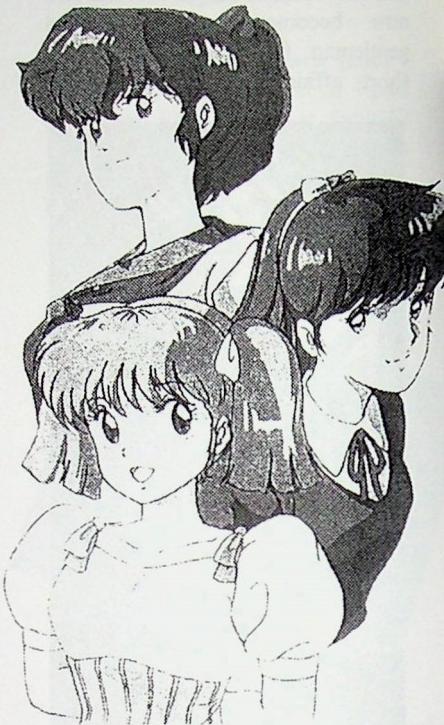
### Cream Lemon Junior (several episodes) \*\*

Many of the most popular Cream Lemon episodes (Escalation, Pop Chaser, Mako, ...) have been edited to suit a teenage audience. Each episode consists of two of the original stories, reduced to about 15 minutes in length. While the concept of an erotic series for minors can be interesting, you're definitely better off with the original product.

## V. LEMON ANGELS \*\*

Lemon Angels is a separate series within Cream Lemon. Actually, it is an imitation of many Japanese live action adult videos, in that it consists of short scenes which are loosely constructed around three main characters. The voice actresses for the three characters present the show themselves.

The animation is extremely limited; it looks more like a story with pictures than like a film. The content is rather tame, and as there is almost no story, this tends to get boring pretty quickly. However, the artwork by Yuji Moriyama is excellent, and probably accounts for much of the show's popularity (there's even a Lemon Angels fanclub). So far there have been 4 episodes of 25 minutes each. WARNING: do not confuse this show with Jun Watabe's Lemon Angel, which comes from the pages of Young Jump and, although there are some naughty bits in it, is more of a love comedy.



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# Soundtrack Hokuto no Ken: The Movie

The TV-series that shocked parents all over the world because of its ultra-violent, head-splitting action, the TV-series that "couldn't" be broadcasted in France anymore; I'm talking about Hokuto no Ken, a.k.a. Fist of the North Star.

Taking advantage of the series' enormous success in Japan, a Hokuto no Ken movie was made and appeared on the Japanese screens in 1987. Let's now take a closer look at the movie's soundtrack.

The attractive illustration on the cover of the CD, representing the main characters and places of the movie, brings you in the mood for entering the postnuclear world of Kenshiro. The music won't disappoint you either. The soundtrack is composed of 18 tracks: 16 instrumental pieces and 2 songs, performed by the Kodomo Band. I will comment on every track.

## 1) Prologue : The Green of the Earth

The earth is still green, there's peace and harmony all over the world, World War 3 hasn't started yet. By reading the title alone you can guess how this piece will sound. It's a beautiful, cheery melody with much attention to percussion, stringed and brass-instruments. It's the kind of music you'd want to hear when you are truly happy to be alive.

## 2) Ryuken, the Master of Hokuto

Raoh has killed his father and sensei and, standing on a cliff, looks triumphantly over the world he wants to conquer. The music "tells" the scene: you hear alternately heavy and calm music



according to the different visions Raoh has. A rather classical piece.

## 3) Kenshiro's Defeat

This piece accompanies the scene in which Ken is tortured by Shin to make Julia tell him that she loves him instead of Ken. The tension in the music mounts as Shin pierces Ken's chest with his finger(s). When the climax is reached the atmosphere in the music changes from tension to despair and surrender. Julia succumbs to save her beloved Ken.

## 4) Lynn's Theme

This a soft, joyful piece, referring to the cute little girl, cured from muteness by Ken and since that day forever united with him. The composer likes to use the delicate, sensitive sound of the flute, assisted by violins, to represent little

Lynn in a beautiful melody.

## 5) Jeed's Theme

It's the theme of the tough, cruel mutants (the "baddies") who attack the village where Lynn lives. Their cruelty and rudeness are perfectly rendered by the music. The electric guitar produces a low, heavy sound with sometimes high, sharp peaks, while the percussion delivers a slow beat, stressing the mutants' bulkiness and unwieldiness.

## 6) The Pursuit

Bart and Lynn are being pursued by some mutants on bikes. It's a fast paced, electric guitar piece. Nothing special.

## 7) Jaggi's Conspiracy

This piece starts with a short execution of Rei's Theme (but

# Hokuto No Ken - The Movie - Soundtrack

performed with classical instruments) to emphasize Rei's interest in Jaggi. The piece continues with an ominous melody that builds up to a climax. Just when you expect the climax to come, the track is finished.

## 8) Raoh's Fury

Raoh's enormous power is stressed by the use of strong, heavy, classical instruments. But in the middle of the piece there's a short passage where the music turns soft (violins) before turning heavy, pompous again. Could there be a tinge of tenderness deep inside Raoh?

## 9) Heart of Madness

Rei attacks Raoh to avoid that Ken is killed by his brother. The Kodomo Band did a good job, for this is a rock song, better than the average anime song. The music is great and the voice is good. One remark though: the singer's bad English.

## 10) Ken's Revival

After Raoh has killed Rei, Ken wants to avenge his friend and save Julia. He unleashes his true powers. Throughout the piece Raoh dominates (heavy instruments,...) except on the end, when a trumpet plays a tune, full of hope: Ken's revival.

## 11) Rei's Theme

Rei, the courageous warrior in search of his kidnapped sister Airi and Ken's friend. The piece is performed with an electric guitar and gives the impression to get going rather slowly. The music is melancholic and plaintive, since it's Rei's destiny to be killed by Raoh.

## 12) Airi's Sorrow

Flute and harpsichord. These are the principal instruments in this piece. The melody is tender

and sweet, but also a little melancholic, thus referring to Airi, the beautiful woman with the blue hair, Rei's kidnapped sister.

## 13) Confrontation with Heart

I don't like this one very much. The music sounds dumb, clumsy just as the mutants are, except on the end when you hear about the same trumpet tune as in track 10.

## 14) Raoh's Theme

Like I said before, strong and pompous instruments (e.g. drums) are used to represent Raoh, the man with superhuman physical and mental strength, Raoh the ruler (to be) of the world. The music seems unwieldy and grotesque, with not much variation. It's a rather threatening (Jaws-like) piece.

## 15) Farewell Shin

A saddening funeral melody, performed with violins, as Shin dies, deadly wounded by Raoh, and is buried by Ken. In the middle there's a short passage where you can hear Raoh.

## 16) The March of the Fist King

The march of Raoh and his impressive, very disciplined army. As one may suspect the marching music sounds triumphant and vivacious, full of energy. As for the form it's a classical march (drumroll, trumpets, ...). For the fanatics.

## 17) Julia's Theme

This is one of my favourites. Once again flute, violins and percussion are the main instruments. It's a beautiful, slightly melancholic piece, perfectly reflecting the character of Ken's beloved Julia. The music starts very soft, sensitive, but after a while the same melody grows very powerful as strong, deep drumrolls start to

support the sweet melody. This union of opposite instruments evokes strong feelings.

## 18) Purple Eyes

The vocal version of the synthesizer piece at the end of the movie (when Ken searches Julia in the woods). This sparkling ballad starts with a few instruments and sound effects to end with more instruments and even a small (female?) background chorus. A good song.

So, that's it. Just one remark: this soundtrack doesn't contain all the music heard in the movie. I think I'm going to conclude this article by saying that this is a damn fine soundtrack. Go now, my son/daughter, and buy.

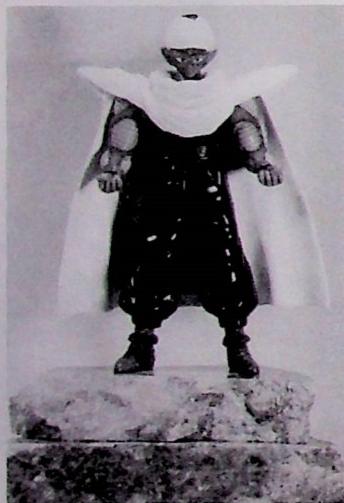


## The Omnivore ...

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## Dragon Ball Z - Super Battle Collection !

When a certain idea is successful, such as a movie, or a comic book, you can be certain that there will be somebody out there who will want to make some money out of it. As Animé and Manga are experiencing an all-time high at the moment and the West has finally bridged the culture gap and has embraced the unusual Japanese approach to animation and comic books it was only a matter of time before the first wave of "goodies" found its way to our shops. The Americans have built an entire industry around comic books: there's a huge amount of merchandise available, from posters and T-shirts to action figures and model kits. They have specialised magazines such as Action Figure Digest and Action Figure News & Toy Review, featuring articles on the newest releases as well as vintage figures.



The Japanese have been doing exactly the same thing, only this material had rarely reached our shores. Up until a few years ago, merchandise based on Animé and

Manga was scarce, to say the least. Some items sported a very hefty price tag because import made it so expensive, others were affordable but unfortunately not that desirable ( how many Dragon Ball pencils and erasers do you really need?! )

But things change, fortunately. We had our first taste



with the Saint Seiya figures ( Les Chevaliers du Zodiaque ), even though the line was not entirely released in Europe. And now we have the Dragon Ball Z Super Battle Collection, released by Bandai in 1992/1993 and finally available in Europe. At the moment there are ten figures. Our leading man is, of course, Son Goku. The figure has two articulation points ( only his arms are movable ), which could have been improved. Remember, these characters are martial arts experts and lean fighters, something which should have been reflected in their toy counterparts. Later figures, such as Super Saiyan Son Gohan, also swivel at the waist, a welcome addition. It would have been great to display the figures facing off in a combat stance. And how about Son

Goku releasing a Kamehameha energy bolt, wouldn't that be a blast? The sculpting, however, more than makes up for the lack of movement. Perhaps Bandai didn't want to ruin great sculpting with unrealistic joints ? Detailing on all figures is excellent, except perhaps the face of Son Goku, which could have been a bit better. Faces of subsequent figures were more detailed, so I guess they made improvements along the way. Son Goku can be displayed with or without his shirt ( which exists of a front and back piece ) and three



different sets of insignia have been included. His chest is quite muscular ( Chippendales, eat your heart out! ) and well sculpted.

The Super Saiyan Son Goku is bigger and even brawnier, and features a different mold for the tunic ( Bandai, unlike other companies, did not reuse molds to save production costs ). Super Saiyan Son Goku is, in my humble opinion, one of the finest figures in the line. Which brings me to ,

perhaps, the numero uno, namely Piccolo. He is very finely detailed, with superb work on the arms. He has a removable turban and a two-piece cape. The figure's feet are widely spaced, giving it a sense of movement. Other noteworthy figures are Trunks, complete with



sword and sheath, and Super Saiyan Broly, a huge massive figure that towers above the others ( this guy must work out with Arnold and Sylvester ). As for the remaining figures, Vegeta and Super Saiyan Vegeta, Son Gohan and Super Saiyan Son Gohan, and Freezer, perhaps it would be best to let the

pictures do the talking, as you have to see these figures to appreciate them.

It would seem that Bandai will continue this series ( they would be stupid not to ), and let us hope they will introduce others of the large supporting cast, not just



the prominent ones with their "inflated" alter-ego. I would love to see figures from the entire Dragon Ball universe such as a young Son Goku ( with removable tail and



supersonic cloud ), Klylin, and how about some female figures ? Maybe a Lunch figure with two interchangeable heads ( before and after sneezing ), with lots of Rambo-style armament for her

violent incarnation, and perhaps a Bulma figure ( with removable halter top, hmm, maybe not such a good idea, wouldn't want to upset the moral majority ). And how about some accessories, such as a tournament arena playset, with walls that can be "demolished" ? OK, I know, I'm getting carried away, but it would be great fun.

Collectors beware : The Japanese figures released by Bandai may be excellent, but the Chinese versions that have crept into stores are cheap copies, but sold at the same price nonetheless. They have inferior detailing ( Son Goku looks positively seasick ), and I would not waste precious money on them.



How do we recognise these unwanted intruders ? Well, look for the Bandai label ( true, these figures are also made in China, but more money has been spent on the finishing touches, something which can not be said about the ones imported directly from China ), and perhaps the best

'What happened to my cape ??'

way is this one: just look closely at the darn things, and when you hear yourself saying "Wow, this looks pretty bad", then put it down and take your business elsewhere. If you want something to compare them to, just have a peek at the Fist of the Northstar figures which are currently disgracing the shelves. No self-respecting collector would be caught dead with one of these abominations in his display cabinet. The bad figures also have tell-tale differences in their paint job: a "good" Piccolo has green collar bones and a tunic of one even color, the color purple ( sorry, couldn't resist that one ) while the "bad" one seems to be wearing a purple top that fits tight around the neck and bluish trousers. This guy has no sense of fashion whatsoever. A good Vegeta has a white armor with yellow-orange shoulder pads and abdomen, while a bad Vegeta has gold shoulder pads and an emerald green chest area, and on the box art he is wearing his red eye-visor. So there are some signs to warn you, including the fact that some of the bad figures have ugly screws in the back. If you have bought one of these, you're screwed too, I'm afraid.



Just as this article is going to press, six new figures have been added to the line-up, including Super Saiyan Trunks, Cell (whose size matches Broly's), another version of Super Saiyan Son Gohan, young Trunks and the Great Saiyaman. All of them are terrific-looking figures, who will be reviewed in an upcoming issue.

A word to the wise: These figures seem easily available at the moment, but that won't last long. So complete your collection now, you'll thank me later.

**RIK DE CLERCQ**  
*'The Toy-minator'*  
Pictures taken by:  
**Dirk De Clercq.**

## Dragon Ball Z - Toys - Hero Collection

### Dragon Ball Z - Hero Collection

There have been trading cards that were based on **Dragon Ball Z** before, in all possible shapes and sizes. However, none of them shows the quality and professionalism of the **Hero Collection** set. These cards are manufactured in Japan, but have been available on the western market for some time now. So far, two series of the **Hero Collection** have been released, the first one

covering the TV series from the first episode till the end of the Cell storyline, the second one covering the new series with Son Goten. In this article we will discuss the first set. The second set will be reviewed in a future issue.

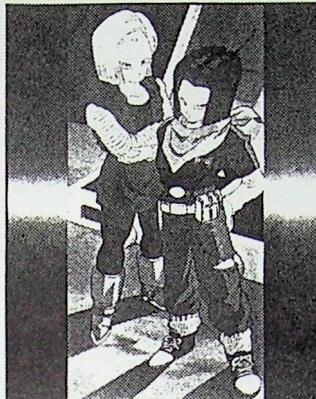
The first **Dragon Ball Z Hero Collection** can be bought either in separate packs, or in a foil box. Each pack contains 9 regular

cards, a sticker and a special prismatic hologram card. The entire box contains 20 packs.

The **Hero Collection** counts 156 cards in all, plus 3 randomly inserted "double gold laser cards" and the stickers. Cards # 1 to 40 show scenes from the Saiyan Saga, # 41 to 95 from the Freezer storyline, and # 96 to 153 are reserved for Cell and the cyborgs. The last 3 cards show us

## Dragon Ball Z - Toys - Hero Collection

the 3 main characters of the new **Dragon Ball Z** series: Son Gohan at age 16, Videl and Son Goten. All of these 156 cards are reproductions of animation cels.



ANDROID No.17 & ANDROID No.18

109. Dragon Ball Z Hero Collection Card Power: 999999

Twelve of these 156 cards are *prismatic holograms*:

- # 1. Goku and Gohan on the Kinto Cloud;
- # 126. Perfect Cell in close up;
- # 134. Super Saiyan Son Goku;
- # 143. Super Saiyan Son Gohan;
- # 146. Goku Vs. Cell;
- # 147. Cell concentrating;
- # 148. Cell launching the Kame Hame Ha;
- # 149. Goku and Gohan in double Kame Hame Ha pose;
- # 150. the Z Soldiers saying goodbye;
- # 151. Trunks Vs. Cell in the alternate future;
- # 154. adult Son Gohan;
- # 156. Son Goten.

All 156 cards contain special data. The back of the cards features a short synopsis of the series, but also yes- or no-questions about **Dragon Ball Z**, the answers to which can be found on the last 8 cards. The cards can also be used as

a game, the basic rules of which are these: the back of each card has marks on the sides, either with a number or with the word "defense". The two players take their set of cards, shuffle them and then place them before them with the front facing up. They then take the top card of each pile, turn them around and lay them alongside each other. The card which has the highest of the two opposing numbers wins. The objective, of course, is to get as many cards as possible.

The stickers are fairly simple. Each of them shows the same picture of Goku and Gohan in their Super Saiyan mode in close up. On the back, the rules to the game are explained.

The 3 double gold laser cards are simply superb. They are prismatic holograms, but with a special gilt frame. They feature 3 illustrations from the opening animation of the current **Dragon Ball Z** series (**We Gotta Power**): one shows Gohan and Videl in Mr. Satan's car, one Super-Saiyan Gohan and one Goten training together with Gohan. The back of these cards features a "family picture" of the present **Dragon Ball Z** cast, which was also featured in the new opening animation. But that's not all. Peel off the top layer of the card gently (don't rip it apart, you can still stick it back on later)



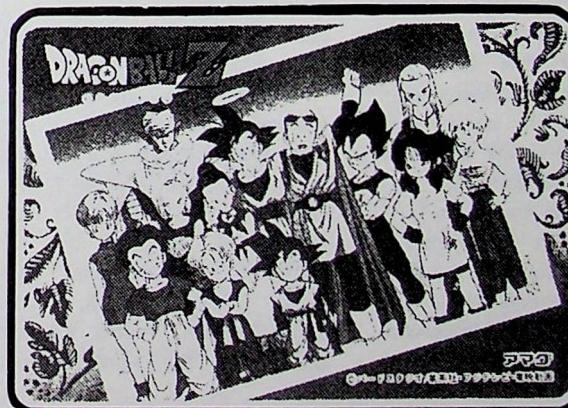
SUPER SAIYAN SON GOHAN

143. Dragon Ball Z Hero Collection Card Power: 750000

and a second image is revealed: Son Goten and Trunks, Goku and Super Saiyan Goten, and Goku with Videl.

One of the packs in the box also contains a "lucky card", which, if sent back, can get you a free card album. But I'm afraid this offer doesn't extend beyond Japan.

One final remark: in contradiction to American trading cards, Japanese ones almost always have rounded corners, like playing cards or telephone cards. This is also true for the **Hero Collection**. But don't worry: this is the only difference. For the rest this collection has all you could wish for in quality trading cards.



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Steven Smet

# Dragon Ball Z - Action Game 3 (Chō Butuden 3)

## Super Famicom version

There's no denying that Dragon Ball Z has managed to establish itself as one of the most successful animes ever. Up till now, there have been 13 movies, a whole range of CD's and of course all the goodies in the form of posters, models, stationary, food,... and videogames !

So far, there have been 3 Dragon Ball and 13 DBZ games (hard to believe, isn't it ?) and some are currently in preparation. The first games appeared on the Famicom (Japanese NES) and were basically adventure games with some fighting sequences (in all, 3 Dragon Ball and 5 Dragon Ball Z games were developed for Nintendo's 8-bit console, which is, as you know, dead and buried, as well as every other 8-bit system).

Next one adventure game and 3 action games were released for the Super Famicom (Japanese Super Nintendo). The only game released on Sega's Megadrive system is very similar to the action games on the SFC, albeit with slightly less colourful graphics and worse gameplay. We continue on the Nec PC Engine CD (the first CD console) with a game released only recently and which is a good example of audio-visual splendour (unfortunately, the gameplay isn't up to scratch and that's really a shame). A console that's really worth some attention is the new BA-X console, which is a CD system that pumps out games with anime style graphics (call them

interactive movies, if you like) ; the console was released by Bandai (the company responsible for all DBZ games) this year and came packed with a DBZ game. Last is the 3DO, a 32-bit CD console which offers perhaps the most physically intensive DBZ game there is : you actually get to use your fists by punching some sort of cushion which is connected to the console instead of a joystick (I wonder how you pull off the special moves ; maybe you have to shout "KAME HAME HA" first... or get your hair dyed). For now, those are all the games currently available, but you can expect to see a new game in '95 for the Megadrive and one for the new Nec FX console. As far as the Super Famicom is concerned, you can bet your collection of JAMM! magazines that Bandai will surprise us with an 'Action Game 4' during the first half of '95 (until the release of the Nintendo Ultra 64 in September that is, and believe me, this will be one to look out for).

But enough of that (after all, this is not a games magazine), let's take a closer look at the latest DBZ game on the Super Famicom (SFC).

It's a fighting game (obviously) featuring the characters from the series which are currently running on the French television channel TF1 (why we never see any anime on Belgian or Dutch television is beyond me), namely Goku, Gohan, N°18, (young) Trunks, Goten, Vegeta, Kaiohshin, Dabra and Bû (and a hidden

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character, namely Trunks (adult) as seen in DBZ Action Game 2, who

## Dragon Ball Z - Toys - Action Game 3

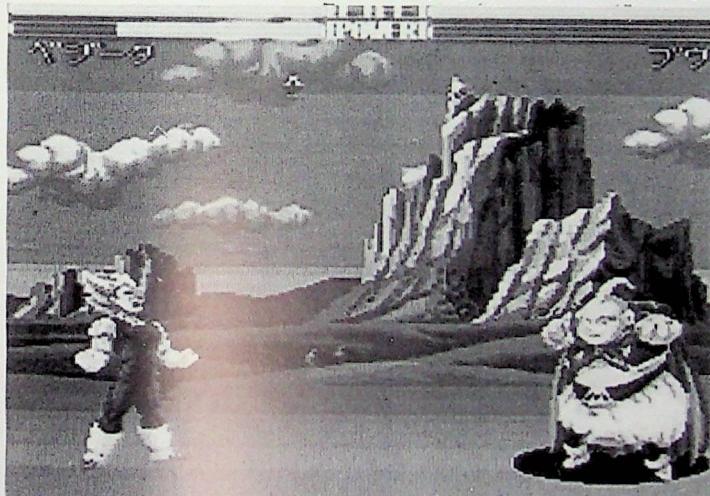
can be accessed through a cheat which will be revealed later).

But what differs **DBZ** from other fighting games (where the total game area is about one screen and a half), is that when the two adversaries move away from each other, the game goes into split-screen mode, so you get the impression that the characters are fighting at long distance. This may feel a little awkward at first (for all you **Streetfighter 2** fans out there), but you soon get the hang of it. As with every other combat game, you have of course the usual punches and kicks, but what really makes this game worthwhile are the special moves. Of course, **Streetfighter 2** and the likes have their own range of fireballs and spinning kicks, but none of them are as impressive as the ones used in **DBZ**: huge bolts of energy hurl across the screen and hit their target with an explosive force (those of you who know the anime well will know what I'm talking about); the intro shows Goku

be great to see the **DBZ** arcade game **Dragon Ball Z 2 Super Battle** converted to the new Neo Geo CD console?).

Sound effects too are fabulous (especially the digital speech which is the best yet heard on the SFC). Only the music leaves a bit to be desired (although it is an improvement over the last game, which I also recommend because of the story-mode which has been eliminated in **DBZ3**).

As far as gameplay is concerned, you have the choice between one and two player-mode. One player-mode is pretty straightforward actually : you just pick the character you want to play with, the computer picks its own and off you go. In two player-mode, you have the choice between a single battle or a tournament in which up to 8 players go up against each other (and it's perfectly possible for 2 or more players to pick the same character); don't worry, if you're playing alone, you can also play in



launching an enormous Kame Hame Ha at you; the graphics are very well done (for a SFC, that is; what with all those new consoles coming out - by the way, wouldn't it

tournament-mode through a cheat which will be revealed later (didn't I hear this one before...?). However, my biggest regret lies in the fact that the storymode has been

eliminated (as opposed to **DBZ2**): as you follow the scenario of the series shown on TV (in **DBZ2** the Cell game) you battle your way through a list of adversaries and the game rewards you with a nice end-sequence, which hasn't got the quality of the anime drawings, but it's nice to look at nonetheless.

But, of course, the big question is : should you buy it? If you're a **DBZ** fan, you should be ashamed of yourself if you haven't already bought it (buy Action Game 2 as well; an official PAL-release is available and **DBZ 3** gets the European treatment in January); if you don't like **DBZ**, you should also be ashamed of yourself. Why? Because the game(s) recreate(s) the whole atmosphere that made the anime such a success; and because it's your only chance to be a Super Saiyan, that's why!

*Cheat* : on the intro screen (when you see Gohan flying towards the palace in **DBZ2** and when you see the face of Goku changing into Vegeta in **DBZ3**) press UP, X, DOWN, B, L, Y, R, A. If you entered the code correctly, you should here the voice of Broly saying 'Cacarrot' (**DBZ2**) and a sound that resembles lightning (**DBZ3**). This code will give you control of 2 additional characters in **DBZ2** (Goku & Broly) and 1 character in **DBZ3** (Trunks adult).

To play in tournament-mode with one player (this is valid for both games): on the option screen, pick tournament mode as you would do for a two player-game, but before you choose your character, press and hold START. Have fun!

CHRISTOF ROEYAERT



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